PIONEER

The Art of Entertainment

BCCD Bar Code CD LB 2 LaserBarcode DVD VIDEO COMPACT disc DIGITAL AUDIO COMPACT disc DIGITAL VIDEO

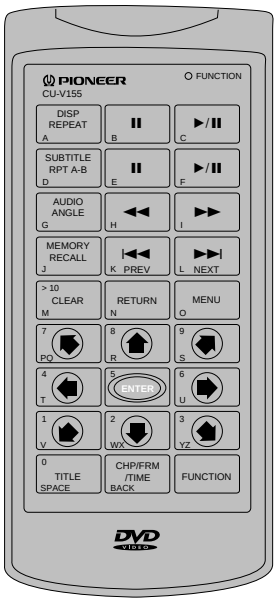
DVD PLAYER

DVD-V7200

NTSC

Operating Instructions (Advanced Feature operations)

Thank you for buying this Pioneer product.
Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference.



ADVANCED FEATURE MENU

DVD VIDEO BLACKBOARD

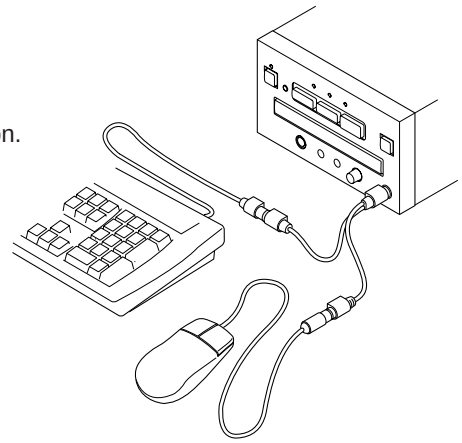
BARCODE/COMAND STACK

INTRODUCTION

In the Basic Operation edition, basic handling of this unit is explained. In this Advanced Features edition, however, original features of this unit are explained.

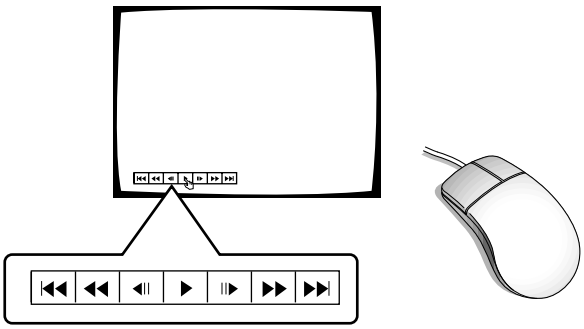
● Connection of mouse and keyboard

How to connect the mouse and keyboard to this unit is explained in this section.



● Player control using mouse

Control method using the mouse is explained in this section.



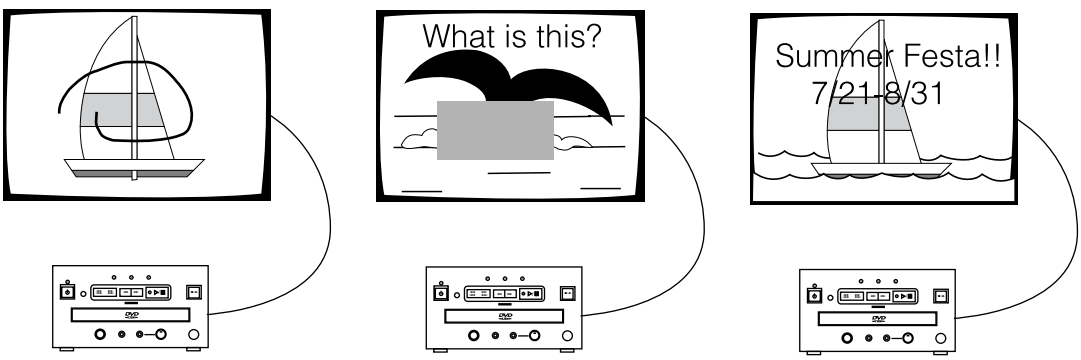
● Advanced Feature menu

Besides the player menu (explained in the Basic Operation edition) this unit also has an Advanced Feature menu. This section explains details of weekly timer and power on start setup etc., using this menu.

● Video blackboard function

Using the mouse and keyboard, pictures, lines and characters (alphabet, numbers, symbols) can be drawn during video playback or displayed alone.

Free lines can be drawn on the picture during playback, and pre-drawn drawings or characters can be superimposed on the image and displayed at a specified position during playback.



Uses

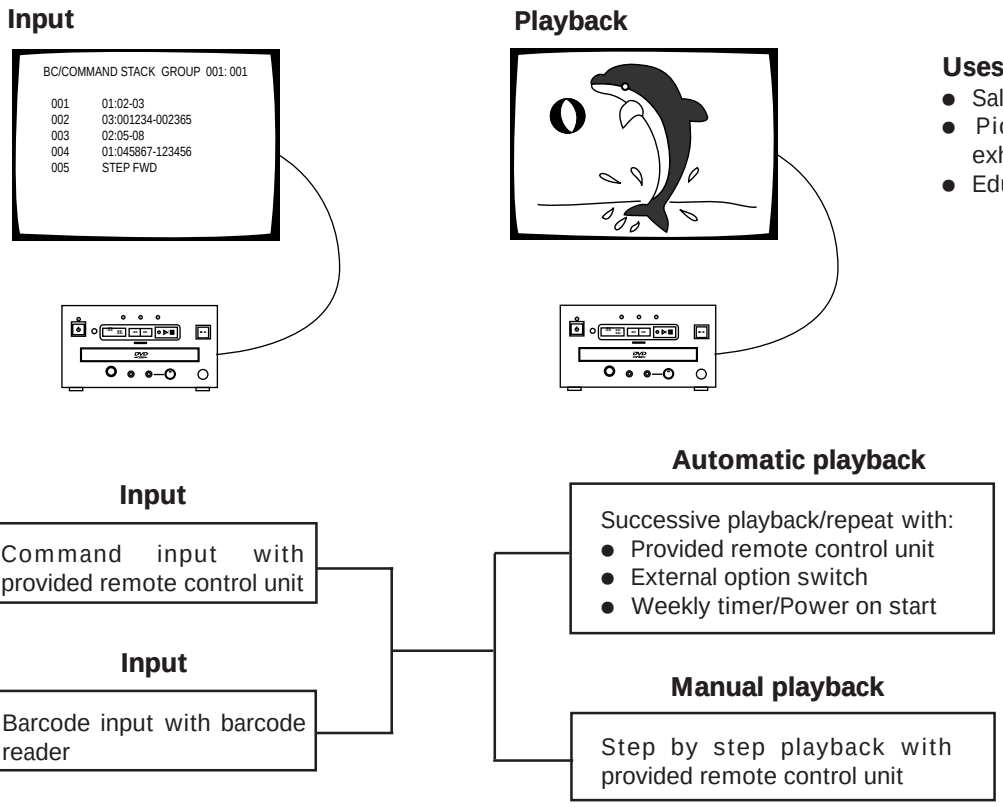
- A pointer
- For picture subtitle
- For picture explanation
- For picture masking

Curved lines can be drawn with the mouse

Pre-drawn drawings or characters can be automatically superimposed on the playback picture

● Barcode/command stack function

Various barcodes or commands used to control the DVD-V7200 can be stored in this player's memory in advance.
Memorized content can be recalled for successive or step by step execution.
With this function, program playback is possible using the player alone without the need for a computer, controller or advance registration of barcodes.



● Others

External synchronizing function
Playback time/Power supply time display

CONTENTS

Introduction 2

Connection of mouse and keyboard 5

Player control using a mouse 6

Player control icon 6

Advanced feature menu

Advanced feature menu setting 8

Advanced feature menu setup 9

Displaying the menu screen 9

Clearing the menu screen 9

Weekly Timer operation 10

Setting/correcting the current time. 10

Setting the weekly timer 11

Clearing the set time 12

Playing the specified title and chapter 12

Setup for recalling displaying the Barcode/command stack groups from memory 13

Setting the timer function to not operate with the weekly timer setting left as is 13

Power on start function 14

Power on start function 14

Tuning off the power on start function 15

Advanced feature menu detailed information

Title play mode setup 16

Repeat mode setup 16

Baud rate setup 16

Tray lock setup 16

Black board lock setup 16

Still mode setup 16

D.R.COMP setup 16

Mark frame squelch setup 17

Squelch dur search setup 17

Sync out (during sq) setup 17

Stack mode osd setup 17

DVD VIDEO BLACKBOARD

Character input/picture drawing 18

Operation using the mouse or keyboard 18

Activating the blackboard function 18

Inputting characters 18

Using the drawing tools 19

Drawing a picture 19

Saving

Saving characters or pictures 20

Details on the blackboard 20

To change the display mode 21

Pencil tool/Freehand drawing 21

Grouping video blackboards

Grouping blackboards 22

Executing an entire group to execute a group 22

To execute steps in a group 22

Recalling/executing previously input blackboards while observing their list 23

BARCODE/COMMAND STACK FUNCTION

Introduction 24

Basic usage 24

Advanced usage 24

Barcode/Command Stack Setting

Displaying the Barcode/Command Stack screen 25

Direct setting using a barcode reader 26

Setting using the remote control unit 26

Setting the Subtitle, Audio and Angle 29

To use only the chapter search or frame search 29

To change a value during input 29

To cancel input in the middle 29

Setup of LASERBARCODE compatible discs

Video, audio setup 30

Saving a Barcode/Command Stack 31

To delete a previously input Barcode/Command Stack 32

Correcting a previously input Barcode/Command Stack .. 33

Adding a step in a previously input Barcode/Command Stack 34

Grouping some Barcode/Command Stacks 35

Switching the barcode command stack group 36

Deleting a group 36

Dividing a previously input group 38

Joining two Barcode/Command Stack groups 40

Using a Barcode/Command Stack 42

Recalling/executing barcode commands in memory ... 42

To execute steps in a command group 42

Recalling/executing previously input barcode commands from list view 43

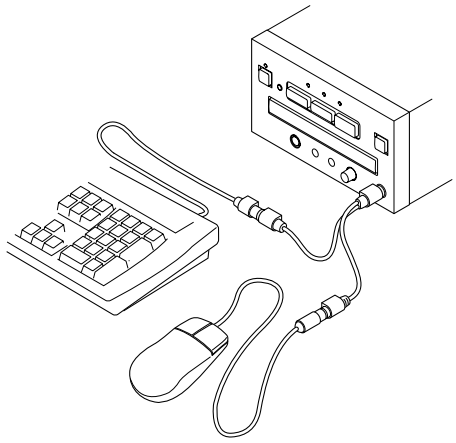
How to display total hours played and total power on time

How to display total hours played and total power on time 44

External synchronizing function 45

CONNECTION OF MOUSE AND KEYBOARD

A commercially available PS/2 mouse or PS/2 keyboard can be connected to this unit's mouse/keyboard connector as follows.



1. Turn this unit's POWER off to set it to the standby mode.
2. Connect the PS/2 *mouse or PS/2 *keyboard to this unit's MOUSE/KEYBOARD connector.
3. Turn this unit's POWER ON.
Connection is now complete.

If you want to use both the mouse and keyboard, connect them using a commercially available "Y" cable.

Note:
- *The power rating of this MOUSE/KEYBOARD connector is no more than 100mA. Do not use a mouse or keyboard with a current drain exceeding the rating of 100mA.*
- *Certain commercially available PS/2 mouse models, PS/2 keyboard models and "Y" cables may not be compatible with this unit. For details, please consult PIONEER technical support.*

** PS/2 is a registered trademark of IBM corporation.*

PLAYER CONTROL USING A MOUSE

Mouse operation is possible by connecting a PS/2* mouse and turning power ON.

PLAYER CONTROL ICON

Pressing the mouse's left and right button simultaneously or clicking the right button while holding the left button displays the player control icons on the bottom left of the screen. When the mouse pointer is placed on a player control icon, the pointer changes from ↖ to ☝. While the pointer is in the form of ☝, clicking with the left mouse button performs the same operation as the remote control unit button.

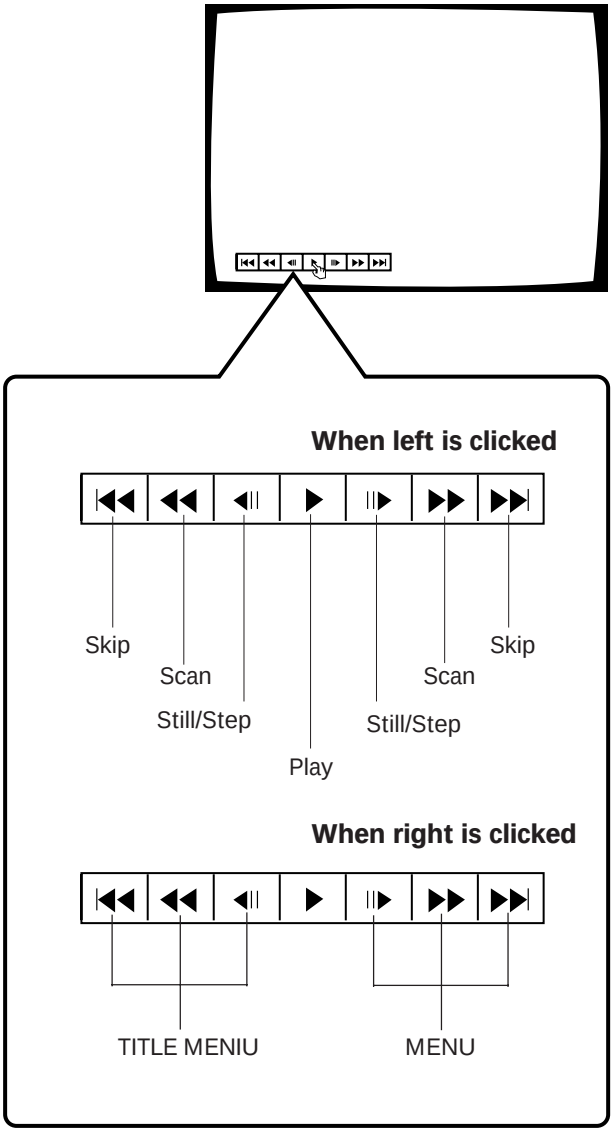
Discs / Function	DVD	VIDEO CD	CD
▶▶|	YES	YES	YES
▶▶	YES	YES	YES
II▶	YES	YES	NO
▶	YES	YES	YES
◀II	YES	NO	NO
◀◀	YES	YES	YES
|◀◀	YES	YES	YES

Clicking the mouse's right button while ☝ is placed on the right half ▮▶ ▶▶ ▶▶▮ buttons of the player control icon performs the same operation as that when the MENU button of the remote control unit is pressed. In the same way, clicking the mouse's right button while ☝ is placed on the left half ▮◀◀ ◀◀ ◀II button of the player control icon performs the same operation as that when the TITLE and then MENU button of the remote control unit is pressed.

To make the player control icons disappear, perform the same operation as for displaying them, i.e. click the mouse's right button while holding the left button.

CAUTION

While player control icons are displayed, clicking the mouse's right button cannot activate the video blackboard function. To activate the video blackboard function, make the player control icons disappear before clicking the mouse's right button. (Refer to page 18.)



ADVANCED FEATURE MENU SETTINGS

There are 13 items for setup of the DVD-V7200's original functions. Menu operation is carried out with the remote control unit.

- **WEEKLY TIMER: OFF/ON**

This can set the time for turning power on/off for each day of the week together with the title and chapter (or COMMAND STACK) with which playback is to be started. With this function, unattended operation is possible.

- **POWER ON START: OFF/ON**

This can set whether playback is to be started automatically (ON) or not (OFF) when the power is turned on.

- **TITLE PLAY MODE: SINGLE/ALL**

When this is set to SINGLE, playback stops after having played a title. When it is set to ALL, playback stops after having played all titles* in a disc.
* Excluding some discs with menus.

- **REPEAT MODE: OFF/CHAPTER/TITLE/DISC**

This item sets what is played repeatedly.
When the TITLE DISPLAY MODE is set to ALL, the DISC mode will be added.

OFF: Repeat playback is deactivated.
CHAPTER: Only a chapter is played repeatedly.
TITLE: Only a title is played repeatedly.
DISC: The entire disc is played repeatedly.

- **BAUD RATE: 4800 bps/9600 bps**

This sets the baud rate of the RS-232C interface. The baud rate can be selected between 4800 bps and 9600 bps.

- **TRAY LOCK: OFF/ON**

When this is set to ON, the disc tray is locked and cannot be opened or closed. This item helps prevent disc theft.

- **BLACKBOARD LOCK: OFF/ON**

Normally, clicking the mouse's right button will display the video blackboard input screen but when this is set to ON, the blackboard is locked and will not be activated when the mouse's right button is pressed.

- **STILL MODE: FRAME/FIELD**

Set this item to FIELD if the still image fluctuates.

- **D.R.COMP.: 9 options including OFF/1 to 8 (MAX)**

D.R.COMP. stands for Dynamic Range Compression. As the DVD audio has a wide dynamic range, the words may be hard to be understood through your stereo system or TV. In this case, set this item as required.

CAUTION:
D.R.COMP. affects only discs recorded in Dolby Digital (AC-3).

- **MARK FRAME SQUELCH: OFF/ON**

The picture will be paused at the set mark frame command (end point).

ON: Frame search is used near the end point to confirm the accuracy of the mark frame.
OFF: Although transition from playback to still picture is smooth, there is error between mark frame set value and actual still picture.

- **SQUELCH DUR SEARCH: OFF/ON**

To set whether a black screen is displayed or not each time search is used. (excluding frame search)

- **SYNC OUT (DURING SQ): OFF/ON**

ON: The video output is stopped except during playback or a menu screen.
OFF: Video is always output.

- **STACK MODE OSD:ON/OFF**

For ON/OFF control of OSD display during stack execute.

ADVANCED FEATURE MENU SETUP

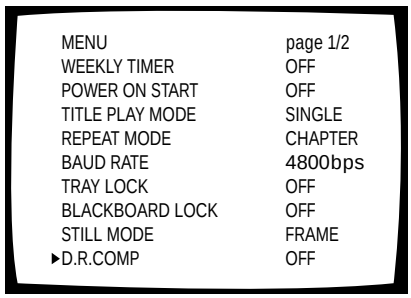
Advanced feature menu setting is done with the remote control unit. Setup can be done either when a disc is playing, or when the player is stopped.

DISPLAYING THE MENU SCREEN

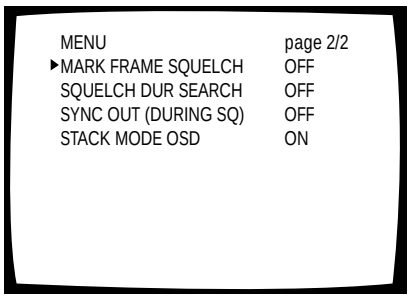
Press and hold the MENU button until the menu screen appears (for about 1.5 sec.).

- The menu screen is displayed.

Menu to the 1/2 screen



Menu to the 2/2 screen



Pressing the remote control unit's 8 R or 2 WX button will move the ▶ (pointer) on the left side of the setting item up or down. When the menu page 1/2 screen has a ▶ (pointer) at the very bottom part of it, pressing the remote control's 2 WX button again will change the menu to the page 2/2 screen. When the menu page 2/2 screen has a ▶ (pointer) at the very top part of it, pressing the remote control's 8 R button again will change the menu to the 1/2 screen.

Move the ▶ (pointer) to the item you want to set with the remote control unit's 8 R or 2 WX button and change the setting with the remote control unit's 4 T or 6 U button.

Menu setup is explained in detail from the next page.

CLEARING THE MENU SCREEN

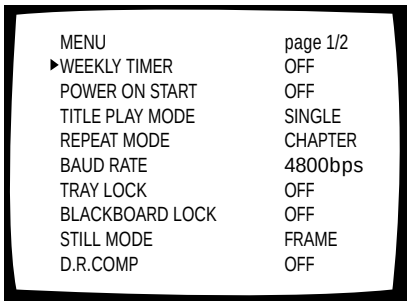
Press the MENU button.

- The menu screen disappears.

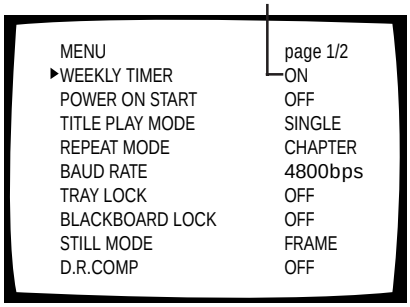
> ***NOTE:***
> *When the menu screen is closed the settings will be stored in the internal memory.*
> *If this unit's power is turned OFF while the menu setup screen is open, settings will be erased without being stored.*

WEEKLY TIMER OPERATION

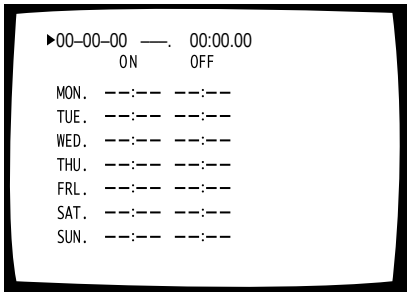
1



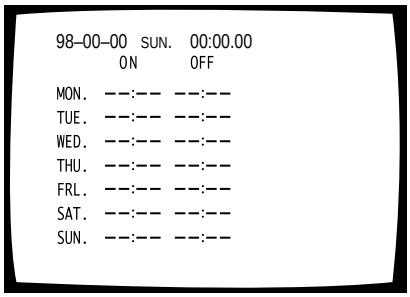
2



3-4



5



Tip

The built-in clock is powered by a capacitor. The clock of this unit functions even when it is in the STANDBY mode, provided that the AC cord is plugged into a power outlet. If the AC cord is unplugged, the clock can continue functioning for 3 or 4 days (when the capacitor is fully charged and at 25 deg.C).

SETTING/CORRECTING THE CURRENT TIME

Set the current date and time.

1. Move the ▶ (pointer) to "WEEKLY TIMER" by pressing the 8 or 2 button.

2. Press the 4 or 6 button and set to ON.

3. Press the 5 ENTER button.

- The Weekly Timer setting screen is displayed.

4. Press the 5 ENTER button.

- The date/time setting screen is displayed blinking.

5. Set the time of the day.

- Set figures in order of year (2 digits), month, day, day of the week, hour, minute and second.

These figures can be input in any of the following two methods.

A. Input using the numeric buttons and the NEXT (▶▶| NEXT) button

B. Input using the 8 or 2 button and the ENTER (5 ENTER) button

- "A" and "B" in the following description refers respectively to the two operation methods above.

Example) To set to 8:15:00, Wednesday April 29, 1998

A: Press FUNCTION → 9 → 8 → ▶▶| NEXT → 0 TITLE → 4 → ▶▶| NEXT → 2 → 9 → ▶▶| NEXT → 2 → ▶▶| NEXT → 0 TITLE → 8 → ▶▶| NEXT → 1 → 5 ENTER → ▶▶| NEXT → 0 TITLE → 0 TITLE → ▶▶| NEXT.

*** The days of the week can be set using the following numeric buttons.**

MON.: 0, TUE.: 1, WED.: 2, THU.: 3, FRI.: 4, SAT.: 5, SUN.: 6.

B: Press the 8 or 2 button to select 98 and press the 5 ENTER item to start the setting of the next set of figures (the month in this case).
Set the month, day, day of the week, hour, minute and second, and press the 5 ENTER button to complete the setting operation.

To correct the date or time

When the setting screen appears in step 3 above, press the 5 ENTER button so that the figures of the year start to blink. Then press the ▶▶| NEXT button 4 times so that the figures of hour blink, and set them with the same method as above.

WEEKLY TIMER OPERATION

SETTING THE WEEKLY TIMER

1. When the setting screen appears in step 3 on the previous page, press the [8] or [2] button to move ▶ (pointer) to the day of the week and press the [ENTER] button.

2. Set the power ON/OFF time.

Example 1) To turn power ON at 10:30 on Wednesday

- Move ▶ (pointer) to "WED" and press the ENTER button.

A: Press [FUNCTION] → [1] → [0] → [NEXT] → [3] → [0] → [NEXT] → [NEXT].

B: Press the [8] or [2] button to select 10 and press the [ENTER] item to start the setting of the next set of figures. Now set it to 30 and press the [ENTER] button twice.

- If the power OFF time is not set, the timer simply turns power ON.

Example 2): To turn power ON at 10:30 on Wednesday and turn it off at 17:45

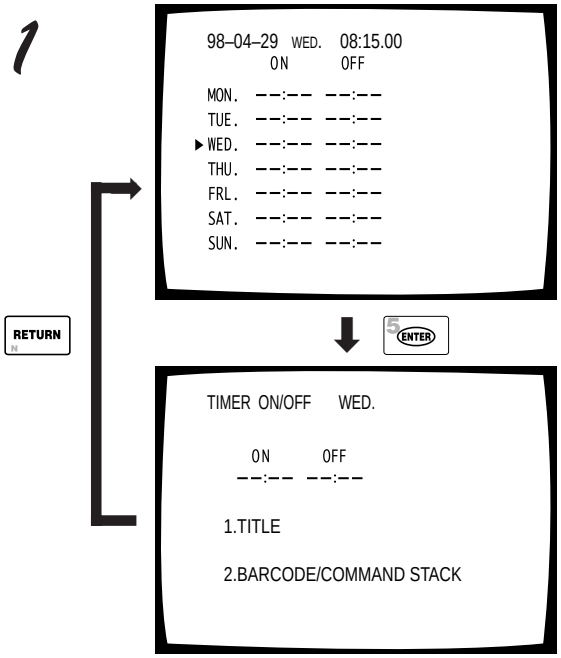
A: Press [FUNCTION] → [1] → [0] → [NEXT] → [3] → [0] → [NEXT] → [1] → [7] → [NEXT] → [4] → [5] → [NEXT].

B: Press the [8] or [2] button to select 10 and press the [ENTER] item to set the setting of the next set of figures. Set the subsequent sets of figures to 30, 17 and 45 by repeating the above.

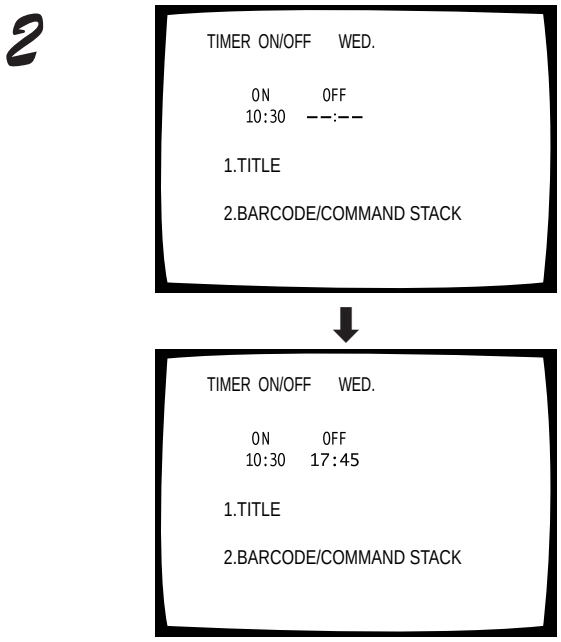
NOTE:

It is also possible to set only the power OFF time without setting the power ON time. In this case, when power is turned ON manually, it will be turned OFF at the set time.

1



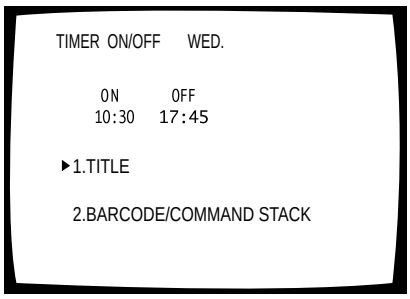
2



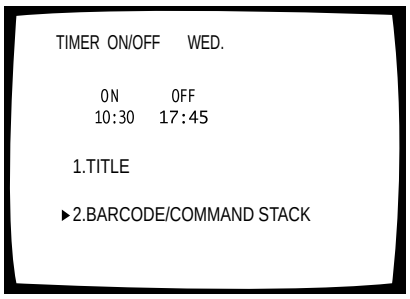
WEEKLY TIMER OPERATION

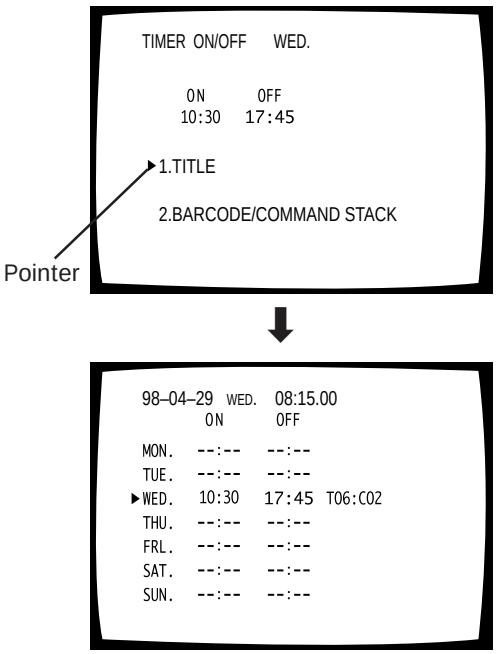
3

1



2





3. Set the operation to be performed at the moment timer playback starts.

1. TITLE: Setup for playing the specified title and chapter.
- Refer to "Playing the specified title and chapter".

2. BARCODE COMMAND STACK: Setup for recalling the display of the barcode command stack groups from memory.
- Refer to "Recalling the display of the barcode command stack groups from memory" on next page.
- Select one of the above with the 8 R ▲ or 2 WX ▼ button, and press the 5 ENTER button.

CAUTION
- *This step cannot be performed if the power ON time has not been set.*
- *The data is written in memory at the moment the timer setup screen is exited. The timer setup will not be stored in memory if power is turned off before or without exiting the screen.*
- *On a DVD disc that has been setup to start playback automatically, the setup made above will not be applied to the disc.*

CLEARING THE SET TIME

With the TIMER ON/OFF time input screen (shown above) displayed, press the >10 M CLEAR button of the remote control unit.
To clear the set time and return to the list display.

PLAYING THE SPECIFIED TITLE AND CHAPTER

- Move ▶ (pointer) to "1 TITLE" and press the 5 ENTER button.

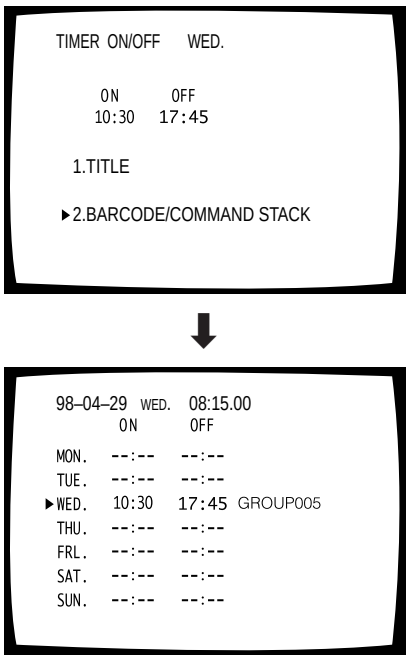
Example) To begin playback with Chapter 2 of Title 6

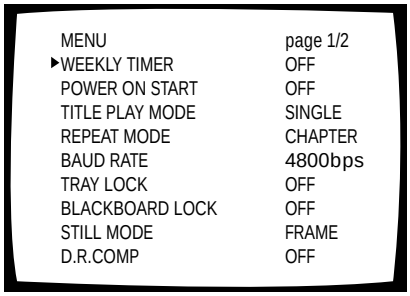
A: Press FUNCTION → 0 TITLE SPACE → 6 U → ▶▶| L NEXT → 0 TITLE SPACE → 2 WX → ▶▶| L NEXT.

B: Press the 8 R ▲ or 2 WX ▼ button to select 06 and press the 5 ENTER item to start the setting of the next set of figures. Now press the 8 R ▲ or 2 WX ▼ to select 02 and press the 5 ENTER button.

CAUTION
- *When a title and chapter are selected, playback continues after the selected chapter only when there is one or more chapter after it. Playback completes at the end of the selected title.*
- *If repeat playback is set in the Advanced Feature menu, the selected chapter is played first then the set repeat playback starts.*
- *When setting tracks on a CD or Video CD, please enter the track number in the CHAPTER in the above setting. At this time TITLE and BARCODE/COMMAND STACKs settings will not operate.*

WEEKLY TIMER OPERATION





SETUP FOR RECALLING THE DISPLAY OF BARCODE/ COMMAND STACK GROUPS FROM MEMORY

- Move the pointer to **2. BARCODE/COMMAND STACK** and press [5 ENTER].

Example) To recall and display Barcode/Command stack group "5"

A: Press [FUNCTION] → [5 ENTER] → [NEXT].

B: Press the [8] or [2] button to select 005 and press the [5 ENTER] button.

Now the timer setting is complete.

CAUTION

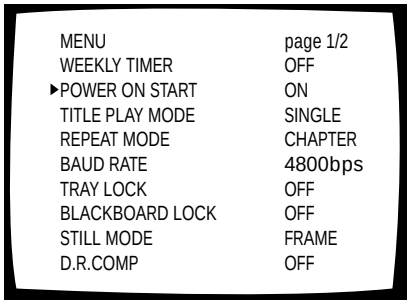
When a Barcode Command stack group is selected, the command stack within the group will be executed repeatedly regardless of whether the repeat mode in the Advanced Feature menu is set to ON or OFF.

SETTING THE TIMER FUNCTION TO NOT OPERATE WITH THE WEEKLY TIMER SETTING LEFT AS IS

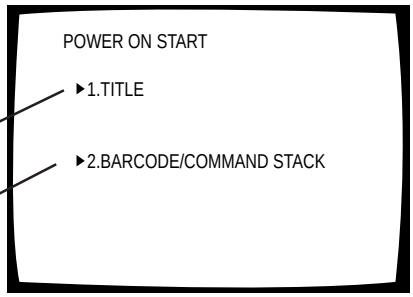
1. Move the ▶ (pointer) to WEEKLY TIMER on the Advanced Feature menu screen and set to OFF with the remote control unit's [8] or [2] button.

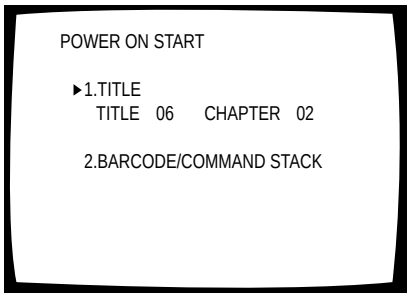
POWER ON START FUNCTION

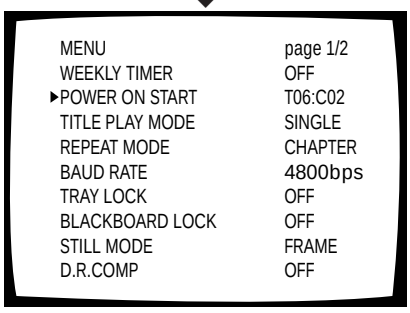
1-2



3







Specify the title and chapter.

POWER ON START FUNCTION

1. **Move the ▶ (pointer) to "POWER ON START" by pressing the 8 or 2 button.**

2. **Set it to ON by pressing the 4 or 6 button.**

3. **Press the 5 ENTER button.**

- The **POWER ON START** setting screen is displayed.

1. TITLE: Playing the specified title and chapter.

2. BARCODE/COMMAND STACK: Recalling and displaying the Barcode/Command stack groups in memory.

- Select one of the above with the 8 or 2 button, and press the 5 ENTER.

1. Playing the specified title and chapter

- Move the ▶ (pointer) to **1. TITLE** and press 5 ENTER.

Example) To begin playback with Chapter 2 of Title 6

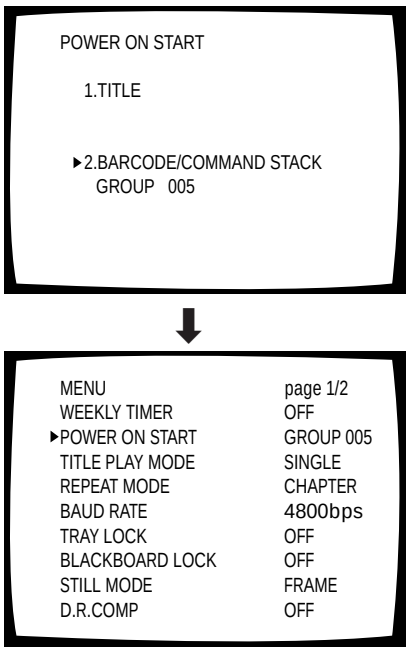
A: Press FUNCTION → 0 TITLE → 6 → NEXT → 0 TITLE → 2 → NEXT.

B: Press the 8 or 2 button to select 06 and press the 5 ENTER item to start the setting of the next set of figures. Now press the 4 or 6 to select 02 and press the 5 ENTER button.

CAUTION

- *When setting tracks on a CD or Video CD, please enter the track number in the CHAPTER in the above setting. At this time TITLE and BARCODE/COMMAND STACKs settings will not operate.*

POWER ON START FUNCTION



Specify the Barcode/Command stack.

2. Recalling and displaying the Barcode/Command stack groups in memory

- Move the ▶ (pointer) to **2. BARCODE/COMMAND STACK** and press [5 ENTER].

Example) To execute Barcode/Command stack group 5

A: Press [FUNCTION] → [5 ENTER] → [NEXT].
B: Press the [8] or [2] button to select 005 and press the [5 ENTER] button.

- The Advanced Feature menu setup screen is displayed again, in which the **POWER ON START** setting is shown.
  Now the setting of the operation to be performed at power ON is complete.

CAUTION
With a disc with which playback starts automatically, the operation may differ from the setting.

TURNING OFF THE POWER ON START FUNCTION

1. On the Advanced Feature menu screen, move the ▶ (pointer) to POWER ON START with the remote control unit's [8] or [2] button and select OFF with the remote control unit's [4] or [6] button.

ADVANCED FEATURE MENU DETAILED INFORMATION

TITLE PLAY MODE SETUP

On the Advanced Feature menu screen, move the ▶(pointer) to **TITLE PLAY MODE** with the remote control unit's 8 R button or 2 W X button and press the remote control unit's 4 T button or 6 U button to select **SINGLE** or **ALL**.

TITLE PLAY MODE SINGLE
In the normal DVD player mode, playback will stop after playback of 1 title on the DVD disc.

TITLE PLAY MODE ALL
After playback of 1 title on the DVD disc, playback will continue to the next title and play all titles on the disc.

NOTE:
Some DVD discs include menus etc., and on these types of discs playback will pause while the menu screen is displayed and the above operations will not function.

REPEAT MODE SETUP

On the Advanced Feature menu screen, move the ▶ (pointer) to **REPEAT MODE** with the remote control unit's 8 R button or 2 W X button and press the remote control unit's 4 T button or 6 U button to select between **OFF/CHAPTER/TITLE/DISC**.

When the TITLE DISPLAY MODE is set to ALL, the DISC mode will be added.

OFF: In the normal DVD player mode, repeat playback is deactivated.
CHAPTER: Only one chapter is played repeatedly. (DVD disc) On a CD or V-CD one track is played repeatedly.
TITLE: Only one title is played repeatedly.
DISC: The entire disc is played repeatedly.

> On a CD or V-CD the whole disc is played repeatedly when either TITLE or DISC is selected.

BAUD RATE SETUP

This function sets the baud rate of the RS-232C interface. The baud rate can be selected between 4800 bps and 9600 bps.

For setup, move the ▶ (pointer) to **BAUDE RATE** on the Advanced Feature menu screen using the remote control unit's 8 R button or 2 W X button, and press the remote control unit's 4 T button or 6 U button to select between 4800bps and 9600bps.

TRAY LOCK SETUP

When this mode is set to **ON**, the tray is locked and can not be opened or closed. When a disc is loaded and the **TRAY LOCK** is set to **ON**, the disc can not be ejected until **TRAY LOCK** is set to **OFF** with the remote control unit.
Use this function when you do not wish the tray to be openable by others.

For setup, move the ▶ (pointer) to **TRAY LOCK** on the Advanced Feature menu screen using the remote control unit's 8 R button or 2 W X button, and press the remote control unit's 4 T button or 6 U button to select between **OFF/ON**.

BLACK BOARD LOCK SETUP

This function locks the black board input mode so that the black board screen is not displayed. Input functions other than player control functions operated with the mouse are prohibited. Use this function when an undetermined number of people are using the player and you do not want the video back board input commands etc., to be changed.
For setup, move the ▶ (pointer) to **BLACK BOARD** on the Advanced Feature menu screen using the remote control unit's 8 R button or 2 W X button and press the remote control unit's 4 T button or 6 U button to select between **OFF/ON**.

STILL MODE SETUP

The paused picture of scenes with much movement may fluctuate during **STILL**. In this case, changing the **FRAME** to **FIELD** will stop the fluctuation, making the picture easier to see.
For setup, move the ▶ (pointer) to **BLACK BOARD** on the Advanced Feature menu screen using the remote control unit's 8 R button or 2 W X button and press the remote control unit's 4 T button or 6 U button to select between **FRAME/FIELD**.

D.R.COMP SETUP (DYNAMIC RANGE COMPRESSION)

As the DVD audio has a wide dynamic range, words may be hard to understand through your stereo system or TV. In this case set this function as required.
There are 9 levels that can be selected: **OFF/1** to **8 (MAX)**.
For setup, move the ▶ (pointer) to **P.R.COMP** on the Advanced Feature menu screen using the remote control unit's 8 R button or 2 W X button and press the remote control unit's 4 T button or 6 U button to select between **OFF/1** to **8 (MAX)**.

ADVANCED FEATURE MENU DETAILED INFORMATION

MARK FRAME SQUELCH SETUP

Within mark frame input commands, the picture will be paused at mark frame (playback stop point).
When set to **ON**, frame search is used near the end point to confirm the accuracy of the mark frame.
When set to **OFF**, although the transition from playback picture to still picture will be smooth, some amount of frame error between the mark frame set value and the actual still picture may occur.

For setup, move the ▶ (pointer) to **MARK FRAME SQUELCH** on the Advanced Feature menu screen using the remote control unit's 8 R ◯ or 2 WX ◯ button and press the remote control unit's 4 T ◯ or 6 U ◯ button to select between **OFF/ON**.

SQUELCH DUR SEARCH SETUP

ON: Screen momentarily turns black during search.
OFF: Screen does not momentarily turn black during search.

For setup, move the ▶ (pointer) to **SQUELCH DUR SEARCH** setup on the Advanced Feature menu screen using the remote control unit's 8 R ◯ or 2 WX ◯ button and press the remote control unit's 4 T ◯ or 6 U ◯ button to select between **ON/OFF**.

SYNC OUT (DURING SQ) SETUP

This function sets whether a picture sync signal is output with video output when the player is stopped.
OFF: Video is always output and there is no loss of sync signal.
ON: There is loss of picture output at times other than playback or when menu screens are displayed.

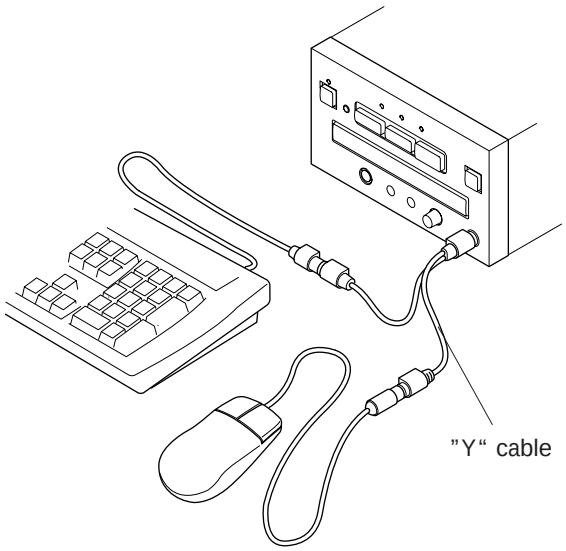
For setup, move the ▶ (pointer) to **SYNC OUT (DURING SQ)** on the Advanced Feature menu screen using the remote control unit's 8 R ◯ or 2 WX ◯ button and press the remote control unit's 4 T ◯ or 6 U ◯ button to select between **ON/OFF**.

STACK MODE OSD SETUP

This function controls **ON/OFF** of **OSD** displays during stack playback.
ON: **STACK OSD** is displayed on the screen when search is used during stack playback.
OFF: **STACK OSD** is not displayed.

For setup, move the ▶ (pointer) to **STACK MODE OSD** on the Advanced feature menu screen using the remote control unit's 8 R ◯ or 2 WX ◯ button and press the remote control unit's 4 T ◯ or 6 U ◯ button to select between **ON/OFF**.

CHARACTER INPUT/PICTURE DRAWING



The video blackboard function of this unit allows you to draw characters and pictures just like on a blackboard. The drawn characters and pictures can be displayed alone or superimposed on the disc video.

OPERATION USING THE MOUSE OR KEYBOARD

Connect the PS/2 mouse or PS/2 keyboard to the mouse/keyboard connector of this unit.
Be sure to put this unit to the standby mode or unplug the power cord before connecting the mouse or keyboard to this unit.
If you want to use both the mouse and keyboard, connect them using a commercially available "Y" cable.

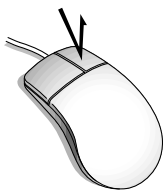
* *The power rating for the mouse/keyboard connector of this unit is 5 V and no more than 100 mA.*
Do not use a mouse or keyboard with a current drain exceeding the rating of 100 mA.
Certain PS/2 mouse models and PS/2 keyboard models may not be usable with this unit. For details, please consult PIONEER TECHNICAL SUPPORT.

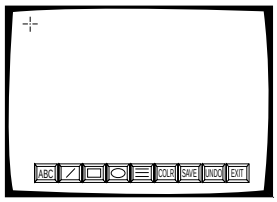
ACTIVATING THE BLACKBOARD FUNCTION

1. Press the POWER button.

2. Click the right button anytime to display the Blackboard screen.

- This causes forward play to stop automatically. Forward play resumes when video blackboard mode is exited.





Blackboard screen

INPUTTING CHARACTERS

1. Move the cursor to ABC and press click the mouse's left button.

2. Move the cursor to the position where you want to input the first character.

- The cursor changes to the I cursor in the area where character input is possible.

3. Click the mouse's left button.

- "_" is displayed overlapped with the I cursor.

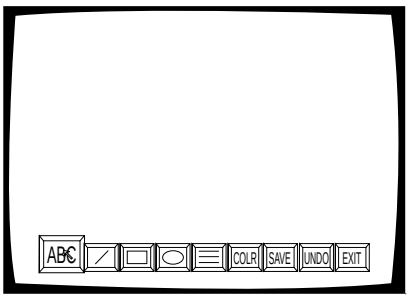
4. Input a character.

- Characters can also be input from the PC keyboard provided that this is connected.
  The PC keyboard can input characters by distinguishing the numerals, symbols and uppercase/lowercase alphabet as well as carriage returns.

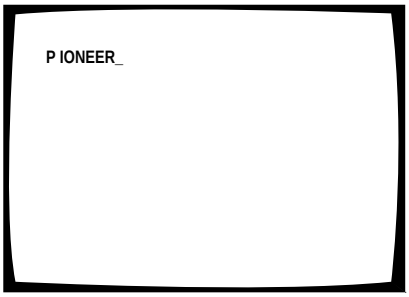
5. Click the mouse's right button after completing the input.

- The Blackboard screen is displayed again.
- To save the characters, use the procedure in "Saving characters or pictures" on page 20.

1-3

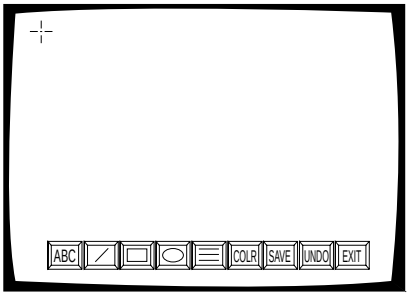


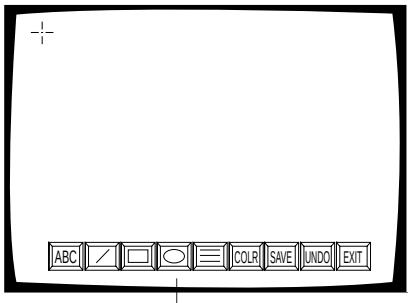
4



Input of PIONEER

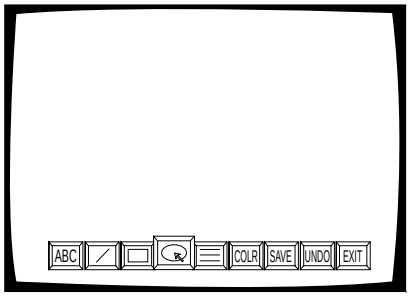
5



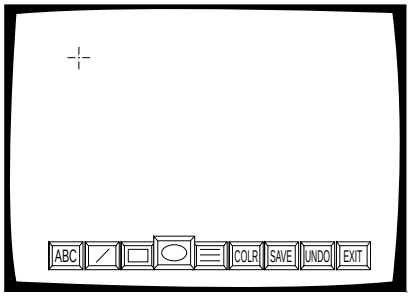


Drawing tools

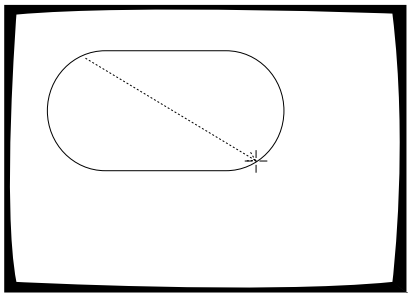
1



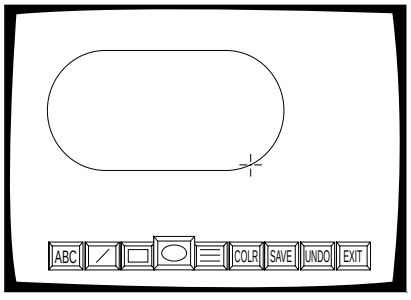
2



3



4



USING THE DRAWING TOOLS

- Use the mouse's left button to select icon below.

(LINE): Draws a straight line.

(BOX): This tool can be switched by clicking to a tool for drawing a line-enclosed rectangle, solid-painted rectangle or a rectangle the outside of which is painted.

(ROUND): This tool can be switched by clicking to a tool for drawing an ellipse, solid-painted ellipse or an ellipse the outside of which is painted.

: This tool can be switched by clicking to a tool for drawing a thin, medium or thick line.

COLR **: Each click switches the color to Red, Blue, Green, Yellow, White, Black, Gray or Purple.**

SAVE **: Saves the drawn picture.**
(See page 20 for the saving method.)

UNDO **: Cancels the drawn picture. Each click cancels the last drawn picture.**
Press with the mouse for more than 1 second to clear the entire drawing in the screen.

EXIT **: Click the mouse to exits the current screen .**

NOTE

- *The Direction buttons (8 R, 8 R, 6 U, 3 YZ, 2 WX, 1 V, 4 T, 7 PQ) and ENTER button on the remote control unit can also be used for the above operation.*
- *The blackboard function will not function in a disc's menu screen.*

DRAWING A PICTURE

Press the mouse's left button at the point you want to start drawing and move the cursor (without releasing the mouse button). (This operation is referred to as dragging.)

1. Select a drawing tool.

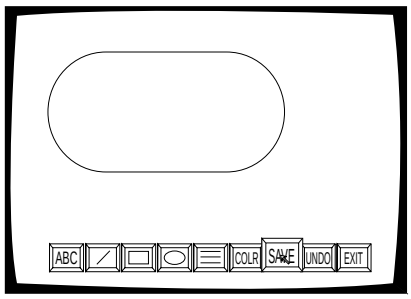
2. Move cursor to the drawing start position.

3. Drag.
- A picture is drawn as you move the cursor.

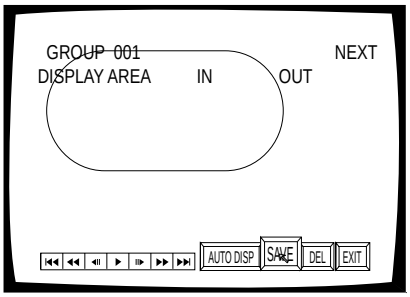
4. Release finger from the mouse.
- Draw other pictures by repeating the above.

CHARACTER INPUT/PICTURE DRAWING

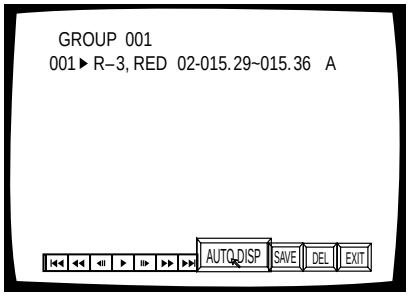
1



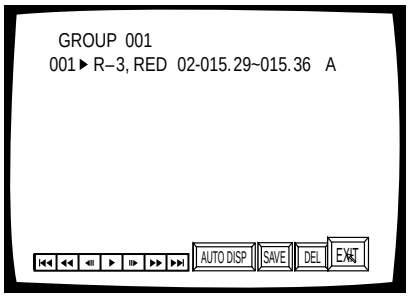
2-4



5



6



SAVING CHARACTERS OR PICTURES

1. Click the SAVE button on the screen.
- The Save screen is displayed.

2. Display the video where you want to begin displaying the object or text.
- "IN" blinks.
- Display the video by controlling the player control icon at the bottom left of the screen.

3. Click the SAVE button on the screen.
- "OUT" starts to blink.
- This sets the display start position.

4. Display the video where you want to stop displaying the object or text.
- Display the video by controlling the player control icon at the bottom left of the screen.

5. Click the AUTO DISP button on the screen.
- This sets the display end position.
- The characters or pictures are saved in the player's memory.
- The group and step where they are saved are shown.

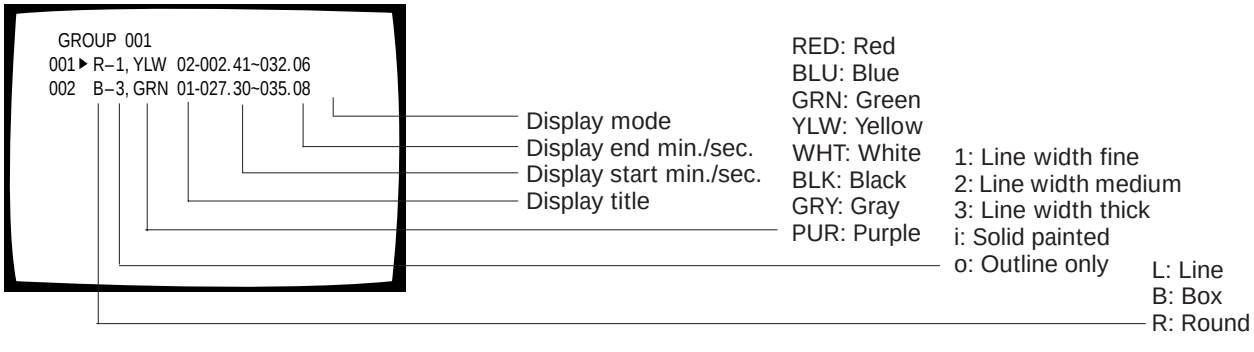
6. Click the EXIT button.
- The Blackboard screen is displayed again.

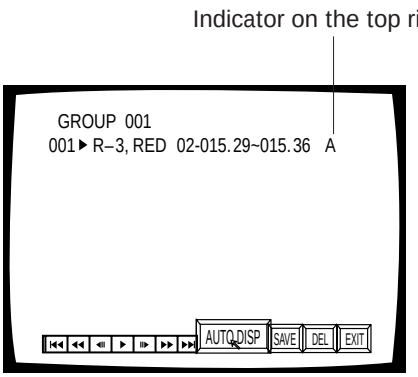
NOTE:

By saving the characters and drawing without playing a disc, the drawing can be displayed in a desired scene. (See page 23 for execting method.

CAUTIONS:
- With a DVD, the start point (IN) and end point (OUT) can be set only within the same title.
- Should mention that video blackboard will not function in a disc's menu screen.
- The stored frame will have a ± 1 frame error.
- The Direction buttons (8 R, 8 R, 6 U, 3 YZ, 2 WX, 1 V, 4 T, 7 PQ) and ENTER button on the remote control unit can also be used for the above operation.

DETAILS ON THE BLACKBOARD





TO CHANGE THE DISPLAY MODE

1. Move the cursor to the line you want to change and click the left button of the mouse.
2. Move the cursor to [AUTO DISP] and click the left button of the mouse.

Indicator display on the right edge of screen

A : Displayed at the same time as the disc playback, from the set start point through the set end point.

A S : The video becomes a still image at the set start point.

– A S : The video becomes a still image immediately before the set start point.

No display: The set characters or pictures are not displayed.

Pressing the [5 ENTER] button in this section starts drawing.

S : The video becomes the still image at the set start point but objects are not displayed.

Press the [5 ENTER] button on the remote control unit to start picture drawing.

* : The * mark is displayed on the top right of the screen during playback.

Pressing the [5 ENTER] button in this section starts drawing.

* S : The video becomes a still image, in which only the * mark is displayed, at the set start point.

Press the [5 ENTER] button on the remote control unit to start picture drawing.

Meaning of displayed symbols

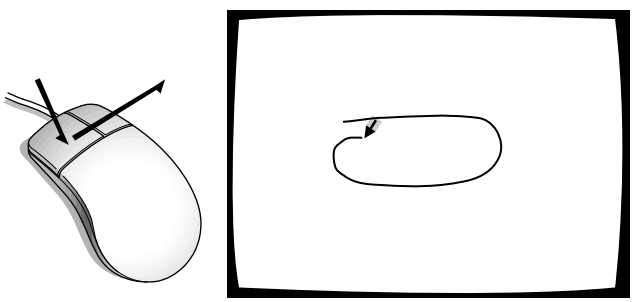
"S" stands for "Still image" and plays a still image at the IN point.
"A" stands for "Auto display", which displays drawing in the screen set with AUTO DISP.
"*" displays only the * marking.
"–" displays a still image immediately before the start of the IN point.

PENCIL TOOL/FREEHAND DRAWING

Click the right button of the mouse in the video blackboard input screen to turn the pointer into the pencil tool. Freehand drawing is possible by holding the mouse's left button.
Clicking the right button again displays the Blackboard screen.

CAUTION:

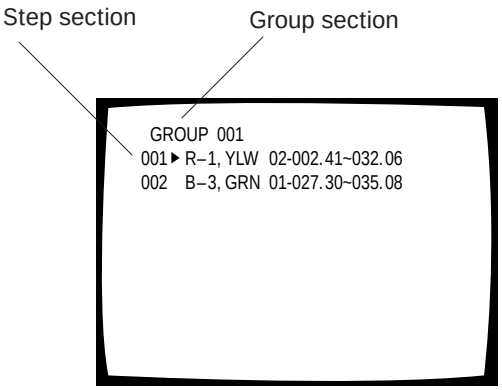
- *Pictures can be drawn using the pencil tool but they cannot be saved later.*
- *To change the color or line width, select [COLR] or the [≡] tool on the Blackboard screen. (See "Drawing Tools" on page 19.)*

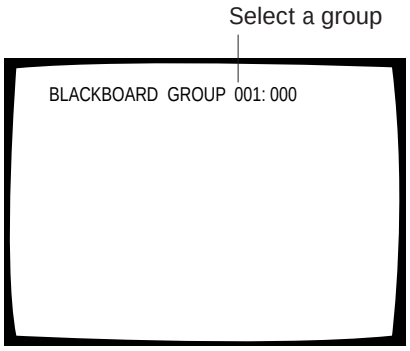


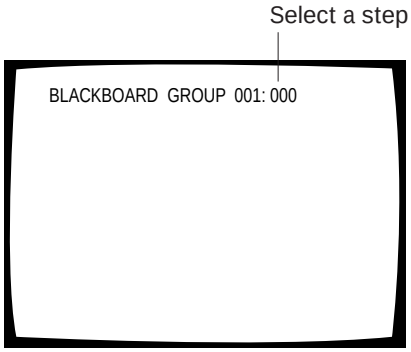
Freehand drawing is possible by holding the mouse's left button.

DVD VIDEO BLACKBOARD

GROUPING VIDEO BLACKBOARDS







GROUPING BLACKBOARDS

Blackboards can be registered by dividing them into groups according to the disc and title to enable selective use later.
This makes it possible to store drawn characters and pictures in positions matching the played images.
Pictures and characters comprising groups are also stored as steps.
When executing the blackboards, arbitrary registered blackboard groups can be selected and displayed.
It is also possible to delete blackboards on a per-group basis.
When ▶ (pointer) appears to the left of DISPLAY or GROUP on the setup screen (refer to page 20), the group can be selected by pressing NEXT, PREV. Pressing SAVE will then enter that group.
When ▶ (pointer) appears to the left of GROUP, pressing the DEL button will cancel that groups content.

EXECUTING AN ENTIRE GROUP TO EXECUTE A GROUP

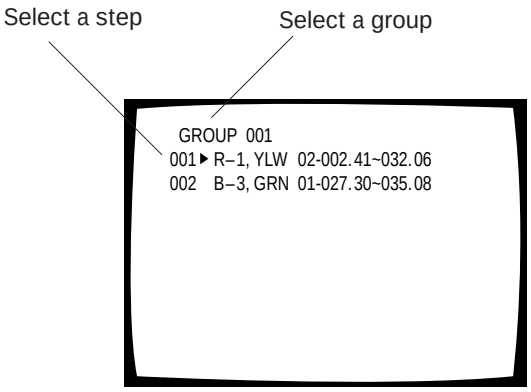
1. **Press the FUNCTION button.**
2. **Press the MEMORY RECALL button twice.**
- The step section blinks.
- The step section should continue displaying 000.
- When the step is 000, the entire group will be executed.
- When a step is selected, only the selected step in the group will be executed.

3. **Press PREV.**
4. **Input the number of the group to be recalled/executed using the numeric buttons.**
5. **Press the NEXT button twice.**
- This starts execution according to the selected blackboard.

TO EXECUTE STEPS IN A GROUP

1. **Press the FUNCTION button.**
2. **Press the MEMORY RECALL button twice.**
3. **Press PREV if you want to switch the group.**
- If you do not want to change the group, go to step 6 below.

4. **Input the number of the group to be recalled/executed using the numeric buttons.**
5. **Press the NEXT button.**
6. **Input the number of the step to begin execution using the numeric buttons.**
7. **Press the NEXT button.**
- This starts execution of the selected step in the selected group.
- The step setup is released after the step has been executed.



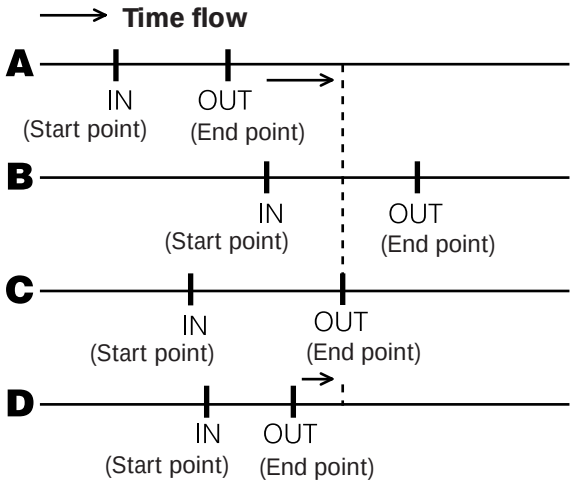
RECALLING/EXECUTING PREVIOUSLY INPUT BLACKBOARDS WHILE OBSERVING THEIR LIST

1. **Press the FUNCTION button.**
2. **Press the MEMORY RECALL button twice.**
3. **Press the FUNCTION button and press the DISP REPEAT button.**
   ●This displays a list of commands.
4. **Select a group by pressing the NEXT or PREV button.**
5. **Select a step by pressing the NEXT or PREV button.**
6. **Press the ENTER button.**

NOTE

Press the >10 CLEAR button to clear the characters or pictures being displayed. However, characters and pictures that have been set with the AUTO DISP button cannot be cleared with the >10 CLEAR button.

Example



Display of the recalled characters and pictures

Characters and pictures recalled by "Executing an entire group" are not displayed in the order they were registered but in order of the locations of the set display start points. When a characters or picture is displayed while another character or picture is already displayed, the newly displayed character/picture is superimposed above the existing character/picture, and all characters/pictures are displayed until the last display end point among the set display end points.

- When pictures A and B are displayed, picture B appears after the display of picture A has ended.
- When pictures A and C are displayed, picture C appears above picture A which is already displayed, and the display of pictures A and C ends at the picture C end point.
- When pictures C and D are displayed, picture D appears above picture C which is already displayed, and the display of pictures C and D ends at the picture C end point.

BARCODE STACK/COMMAND STACK FUNCTION

INTRODUCTION

This player can be used as follows using the Barcode stack/ Command stack function

- Commands in the barcode book included with the disc can be memorized in the player in advance. (Barcode stack function.)
- Barcodes can be set using the provided remote control for discs that do not have barcodes, or for commands that you want to use that are not provided with barcodes. (Command stack function.)
- The remote control can be used for recall and successive execution or step by step execution of memorized content.

CAUTION:

In the case of laser barcode compatible discs, barcodes for industrial LD use can be used as is (please check that such discs include the LB LaserBarcode 2 mark). Use of the LB LaserBarcode 2 barcode sheet for unmarked discs is not possible.

CAUTION:

The Barcode stack/Command stack function will not operate with CDs.

NOTE:

The maximum number of steps that can be memorized in the player is 300 steps including video blackboards.

BASIC USAGE

How to use the barcode stack/command stack function is indicated as follows:

1) **Display the barcode stack/command stack setup screen with the remote control ➡ Page 25**
2) **Input the barcode with the barcode reader and transmit to player ➡ Page 26**

- Input can also be done with the remote control unit.
  In the case of LaserBarcode compatible discs ➡ page30
  In the case of regular DVD discs ➡ Page26~29

3) **Repeat step 2 in the desired playback order.**
4) **When input is finished, store in the player's memory ➡ Page 31**
5) **Execution ➡ Page42, 43**

ADVANCED USAGE

With the barcode stack/command stack function of this unit, groups can be divided and memorized without influencing previously input commands.
This is convenient for separate memorization of contents of more than one disc, or when one player is being jointly used by many people.

To register a group separate to the already previously memorized content

1) **Register a new group ➡ Page 35**
   "GROUP 002" on the top right of the barcode stack/ command stack input screen is the group number that will be memorized.
   As the group number will be important for execution, please make a note of it so that you do not forget it.
2) **Input the barcode with the barcode reader and transmit to player ➡ Page 26**

- Input can also be done with the remote control unit.
  In the case of laser barcode compatible discs ➡ Page 30
  In the case of regular DVD discs ➡ Page 26~29

3) **Repeat step 2 in the desired playback order.**
4) **When input is finished, store in the player's memory ➡ Page 31**
5) **Execution ➡ Page 42, 43**
   At this time please select the group number that was noted in step 1.

NOTE:

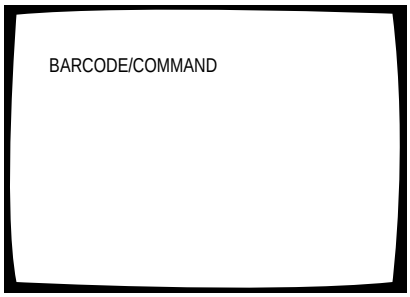
Commands stored in the player's memory can be grouped together or divided ➡ Page 38~41.
Please note, however, that the order of commands can not

BARCODE/COMMAND STACK SETTING

The player can store commands input using LASERBARCORD 2 and DVD barcodes. The stored commands can be recalled for either successive or step-by-step execution.

DISPLAYING THE BARCODE/COMMAND STACK SCREEN

1

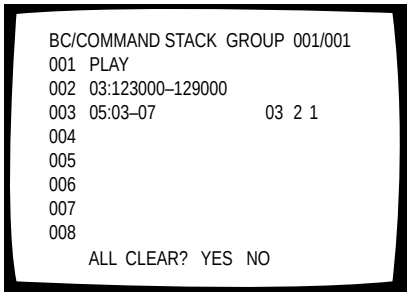


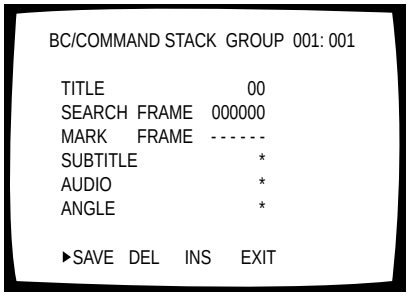
BARCODE/COMMAND STACK screen

1. Press the MEMORY RECALL button.

- "BARCODE/COMMAND" is displayed.

2





2. Press the 5 ENTER button.

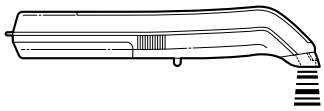
- The Barcode/Command Stack screen is displayed.
- If barcodes have already been input, their data are shown in the screen.
  Select whether barcodes are to be input by erasing existing barcodes or by adding them to the existing barcodes.
- To input new barcodes from the beginning, select "YES" with the 4 ◀ or 6 ▶ button and press the 5 ENTER button.
- To add new barcodes to existing barcodes, select "NO" with the 4 ◀ or 6 ▶ button and press the 5 ENTER button.
- Press the 5 ENTER button to display the Barcode/Command Stack Input screen.
- When barcodes have not been input, the BARCODE/COMMAND STACK input screen will be displayed.

The barcode/command stack input screen appears.

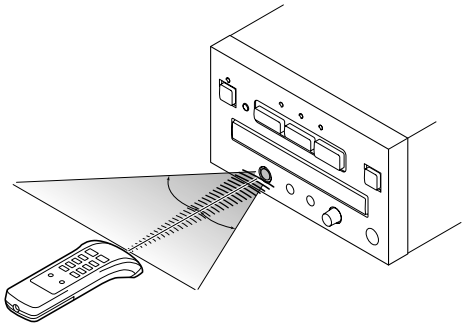
- The setting procedure of this screen will be described in the subsequent pages.
- Barcode/Command Stacks can be set directly using a barcode reader (optional) or set using the remote control unit.

BARCODE/COMMAND STACK SETTING

1



2



DIRECT SETTING USING A BARCODE READER

1. **Read a barcode with a barcode reader.**

2. **Send it to the player.**

Example 1) Read "PLAY" and send it.
Example 2) Read "Play Title 8 Chapters 5 to 12 with Subtitle 3, Audio 2 and Angle 1" and send it.

SETTING USING THE REMOTE CONTROL UNIT

Five commands including Play ►, Pause II, ◄II Still/Step II► and Stop ■ can be set using the remote control unit.
The chapter search, chapter play, frame search and frame segment play commands can also be set using the remote control unit.

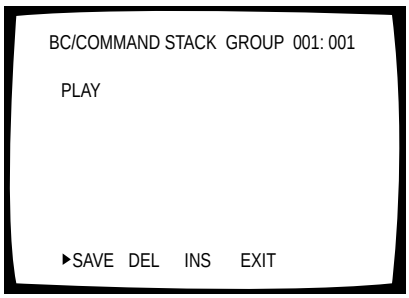
1. **Press the TITLE button.**

- The TITLE number will blink and the input mode will be selected.

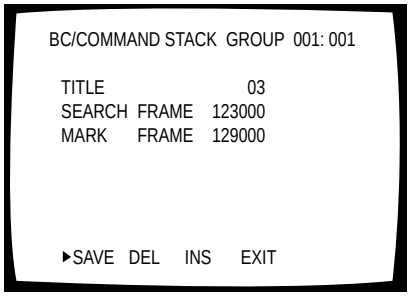
Example 1) To set "Play"

Press the ►/■ button.

- The Barcode/Command Stack Input screen shows "PLAY" and increments to the next Input screen.



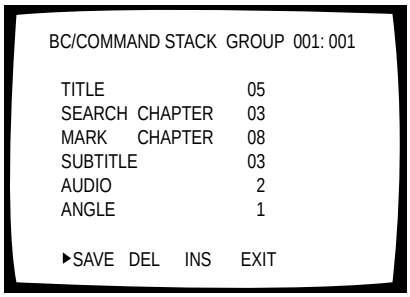
Display when the example on the right is input



Display when the example on the right is input

Example 2) To "Play Title 3 Frames 1230000 to 129000"

1. **Press the TITLE button.**
- The TITLE number will blink.
2. **Press the FUNCTION button to initiate the numeral input mode.**
3. **Press CHP/FRM /TIME to select SEARCH FRAME.**
- This item sets the frame number where playback should start.
- Each press switches "CHAPTER" and "FRAME" alternately.
4. **Press** 1 → 2 → 3 → 0 → 0 → 0 → NEXT.
- This sets the start frame number.
- If the operation up to the present has been performed during playback, the input start frame is searched now.
5. **Press** 1 → 2 → 9 → 0 → 0 → 0 → NEXT.
- This sets the end frame number. Now go to the next step.
6. **Press the FUNCTION button to return to the cursor mode.**
- If the operation in steps 4 and 5 is performed during playback, you can press 5 ENTER in place of specifying the frame number in steps 4 and 5 above. In this case, the frame number being played is input automatically.



Display when the example on the right is input

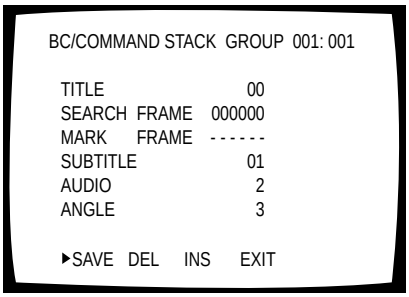
Example 3) To "Play Title 5 Chapters 3 to 7 with Subtitle 3, Audio 2 and Angle 1"

1. **Press the TITLE button.**
- The TITLE number will blink.
2. **Press the FUNCTION to initiate the numeral input mode.**
3. **Press** 5 ENTER → NEXT.
- This sets title 5 and the frame input mode starts.
4. **Press CHP/FRM /TIME to select SEARCH CHAPTER.**
- This item sets the chapter number where playback should start.
- Each press switches "CHAPTER" and "FRAME" alternately.
5. **Press** 3 → NEXT.
- This sets the start chapter number.
6. **Press** 8 → NEXT.
- This sets the end chapter number.
7. **Press** 3 → NEXT.
- This sets Subtitle 3.
8. **Press** 2. **(Do not press** NEXT.**)**
- This sets Audio 2.
9. **Press** 1. **(Do not press** NEXT.**)**
- This sets Angle 1. Now go to the next step.
10. **Press the FUNCTION to return to the cursor mode.**

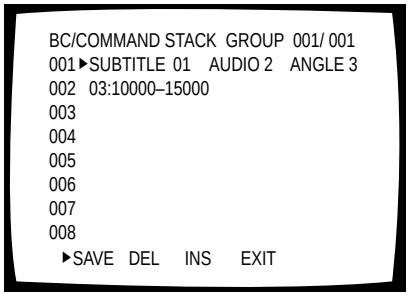
CAUTION

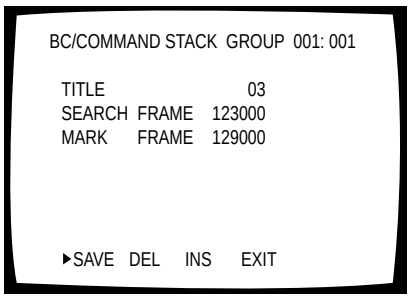
To play chapter 7 till the end as shown in Example 3), enter "8", obtained by adding 1 to 7, in MARK CHAPTER.

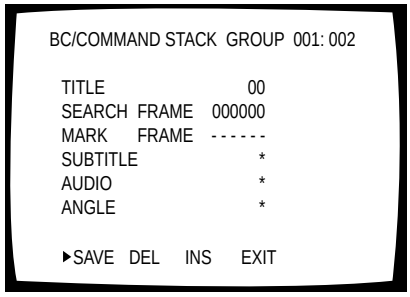
BARCODE/COMMAND STACK SETTING

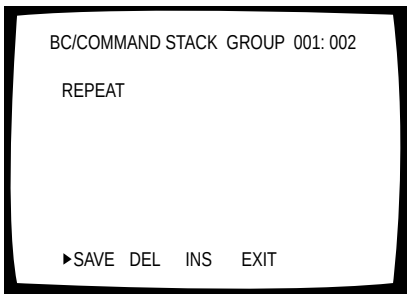


Pressing the DISP REPEAT button switches over to the following display.









Example 4) To input the command for setting Subtitle 1, Audio 2 and Angle 3

1. **Press the TITLE button.**
   - The TITLE number will blink.
2. **Press the SUBTITLE while the TITLE digits are blinking.**
3. **When the SUBTITLE digits start to blink, press 1 then NEXT.**
4. **When the AUDIO digit starts to blink, press 2.**
5. **When the ANGLE digital starts to blink, press 3.**

- With a play command that specifies the start and end frames, it is not possible to set the subtitle, audio and angle simultaneously. However, by placing the subtitle, audio and angle setting command as described above before the frame section play command, the section playback can be executed with the specified setting.

The input as shown above allows to play title 3 frames 10000 to 15000 by setting Subtitle 1, Audio 2 and Angle 3.

With commands other than the frame section play command, such as the frame search, chapter search and chapter section play commands, the specified setting is valid within each command.

Example 5) To repeat "Play Title 3 frames 123000 to 129000" in Example 2

1. **Perform steps 1 to 6 in Example 2.**
   - The BARCODE/COMMAND STACK input screen of the next step appears.
2. **Press the FUNCTION button while the title number is blinking.**
3. **Press the SUBTITLE RPT A-B button.**
   - The REPEAT indicator appears on the screen.

SETTING THE SUBTITLE, AUDIO AND ANGLE

SUBTITLE
- "00" turns the screen color to the color specified in "Background color" in the GUI menu and makes the played image invisible.
- "01" to "32" displays the corresponding subtitle.
- "33" plays with Subtitle OFF.
- "34" is used to make the played image made invisible with "00" visible again.
- "99" retains the previous condition. This is used to change other setting than SUBTITLE while maintaining the SUBTITLE setting the same.
- "35" to "98" are invalid.

AUDIO
- "0" plays image with Audio OFF.
- "1" to "8" selects and plays the corresponding audio.
- "9" retains the previous condition.

ANGLE
- "1" to "8" selects and plays the corresponding angle.
- "9" retains the previous condition.
- "0" selects and plays Angle 9.

CAUTION
- *When "retain the previous condition" is selected, "*" is displayed in the input screen.*
- *The barcode/command stack cannot be executed if a value that does not exist in the disc is input.*

TO USE ONLY THE CHAPTER SEARCH OR FRAME SEARCH

In item "MARK CHAPTER" or "MARK FRAME", simply press the NEXT button without setting anything.
A still image is displayed after search., still image is displayed after search.

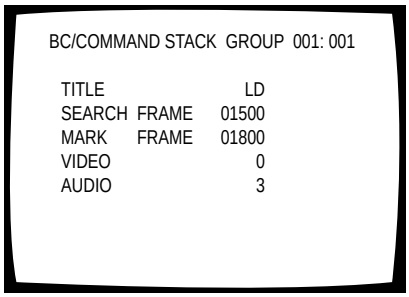
TO CHANGE A VALUE DURING INPUT

Press the numeric button of the correct number (including 0).
To return to a previous setting point, press the PREV button.

TO CANCEL INPUT IN THE MIDDLE

Press the FUNCTION button to return to the cursor mode, move the ▶ (pointer) to "EXIT" by pressing the 6 button and press the 5 ENTER button.

SETUP OF LASERBARCODE COMPATIBLE DISCS



Display when the example on the right is input

Example) Playback of "analog stereo" audio channel from frame 1500 to 1800 without video.

1. **Press the [0 TITLE] button.**
- The TITLE number will blink.
2. **Press the [NEXT] button to display LD.**
- Be sure to set the laser barcode compatible disc command to the TITLE LD display.
3. **Press [1] → [5 ENTER] → [0 TITLE] → [0 TITLE] → [NEXT].**
- The start frame number is entered.
- If the procedure up until this point has been done during playback, the start frame that was input is searched for.
4. **Press [1] → [8] → [0 TITLE] → [0 TITLE] → [NEXT].**
- The stop frame number is entered.
5. **As the VIDEO number will blink, press [0 TITLE].**
- The playback picture disappears.
6. **As the AUDIO number will blink, press [3].**
- Audio will be entered and the next step proceeded to.
7. **Press the [FUNCTION] button to return to the cursor mode.**

NOTE:

Pressing the [CHP/FRM /TIME] button after step 2 will select the chapter input mode. Refer to example 3 on page 27 for the input methods of SEARCH CHAPTER and MARK CHAPTER.

VIDEO, AUDIO SETUP

VIDEO:

- Inputting 1 selects normal video output.
- Inputting 0 selects the background color set on the GUI menu and cancels the playback picture.
- Inputting 9 maintains the previous mode. Input when you want to leave the VIDEO setting as is and change other settings.
- 2 to 8 are invalid.

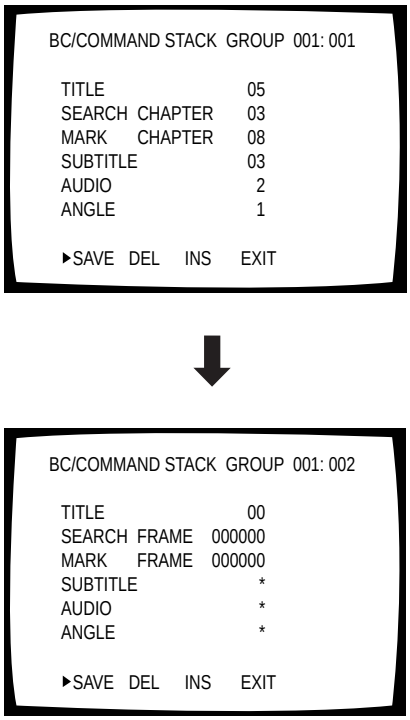
AUDIO:

On laser barcode compatible discs, laser disc digital audio and analog audio are converted and recorded in the DVD format.
Audio can be selected as follows.

- Inputting 0 selects the Audio OFF playback mode.
- Inputting 1 selects the "Analog audio 1/L" playback mode.
- Inputting 2 selects the "Analog audio 2/R" playback mode.
- Inputting 3 selects the "Analog audio" stereo mode.
- Inputting 5 selects the "Digital audio 1/L" mode.
- Inputting 6 selects the "Digital audio 2/R" mode.
- Inputting 7 selects the "Digital audio" stereo mode.
- Inputting 9 maintains the previous mode.
- 4 and 8 are invalid.

CAUTION:

When "Maintaining previous mode" is selected "" is displayed on the input screen.*



The display disappears.

SAVING A BARCODE/COMMAND STACK

When the input operations shown in the example have completed till the end, the bar code stack/command stack input screen for the next step appears in a few seconds.

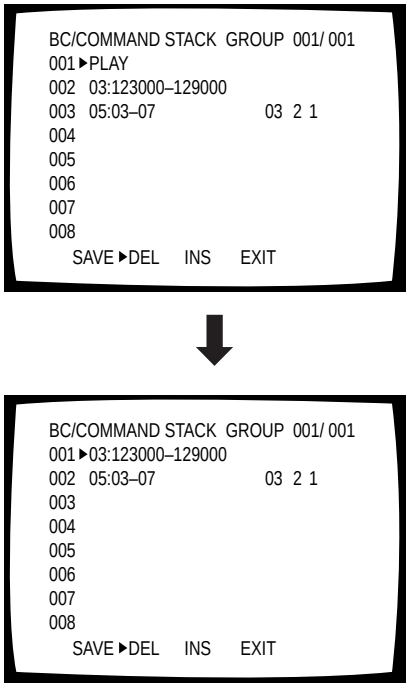
When this screen appears, press the 4 ◀ or 6 ▶ button to move ▶ (pointer) to SAVE and press the 5 ENTER button.

- The display disappears and the input information is saved.

NOTES:

- *The input information is not saved if ▶ (pointer) is moved to SAVE and the 5 ENTER button is pressed before the bar code stack/command stack input screen for the next step appears.*
- *The input information is not saved if ▶ (pointer) is moved to EXIT and the 5 ENTER button is pressed.*

TO DELETE A PREVIOUSLY INPUT BARCODE/COMMAND STACK



TO DELETE A PREVIOUSLY INPUT BARCODE/ COMMAND STACK

1. **Press the MEMORY RECALL button.**
- "BARCODE/COMMAND" is displayed.

2. **Press the 5 ENTER button.**
- The Barcode/Command Stack screen is displayed.

3. **Select "NO" with the 4 ◀ or 6 ▶ button and press the 5 ENTER button.**
- The Barcode/Command Stack Input screen is displayed when the 5 ENTER button is pressed.

4. **Press the DISP REPEAT button.**
- The list display appears.

5. **Move the ▶ (pointer) to "DEL" by pressing the 6 ▶ button.**

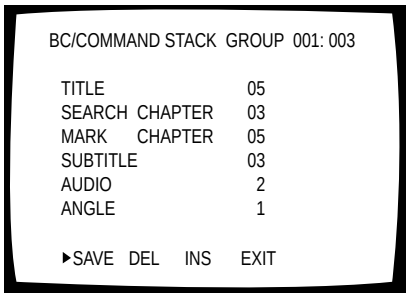
6. **Select the step to be deleted by pressing the 8 ▲ or 2 ▼ button.**

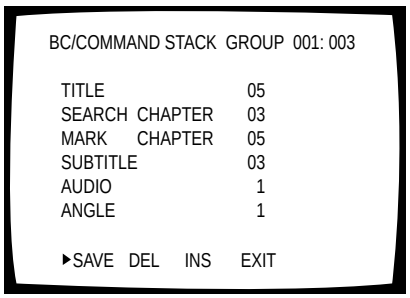
7. **Press the 5 ENTER button.**
- The selected step is deleted and the numbers of the subsequent steps are decremented by 1.

8. **Move the ▶ (pointer) to "SAVE" by pressing the 5 ENTER button and press the 4 ◀ button.**

IMPORTANT:

Even if you have come to step 7 in the above deletion procedure, you can still abort deletion by moving the ▶ (pointer) to "EXIT" by pressing the 6 ▶ button then pressing the 5 ENTER button. The deletion is entered in memory when the SAVE" operation is performed in step 8.





CORRECTING A PREVIOUSLY INPUT BARCODE/COMMAND STACK

Example) To change the Audio setting of step 003 from 2 to 1

1. **Press the MEMORY RECALL button.**
   - "BARCODE/COMMAND" is displayed.
2. **Press the ENTER button.**
   - The Barcode/Command Stack screen is displayed.
3. **Select "NO" with the 4 or 6 button and press the ENTER button.**
   - The Barcode/Command Stack Input screen is displayed when the ENTER button is pressed.
4. **Press the DISP REPEAT button.**
   - The list display appears.
5. **Select "003 ▶" by pressing the 8 or 2 button.**
6. **Press the 0 TITLE button.**
   - This initiates the Barcode/Command Stack input mode.
7. **Press the FUNCTION button to initiate the numeral input mode.**
8. **Press the NEXT button 4 times to select item "AUDIO".**
9. **Press 1 button.**
10. **Press NEXT button.**
    - The next step's Barcode/Command Input screen is displayed.
11. **Press the FUNCTION button to return to the cursor mode.**
12. **Move the ▶ (pointer) to "SAVE" by pressing the 4 button and press the ENTER button.**

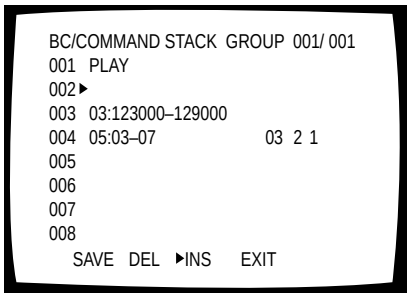
CAUTION:

To save the corrected information, move ▶ (pointer) to the last item (ANGLE in this example) by pressing the NEXT button repeatedly.

Press the NEXT button one more time to move to the page for the next step.

In this "next step", move ▶ (pointer) to SAVE and press the ENTER button to save data.

The corrected information is not saved if ▶ (pointer) is moved to SAVE and the ENTER button is pressed before the end of correction (in the middle of the step being corrected).



ADDING A STEP IN A PREVIOUSLY INPUT BARCODE/COMMAND STACK

1. **Perform steps 1 to 4 of "Correcting a previously input Barcode/Command Stack".**

2. **Select the step where a new step is to be inserted by pressing the 8 or 2 button.**

3. **Move the > (pointer) to "INS" by pressing the 4 or 6 button and press the ENTER button.**
- This inserts a new step before the selected step and the numbers of subsequent steps are incremented by 1.

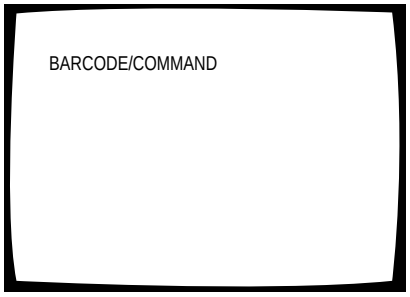
4. **Press the 0 TITLE button.**
- This initiates the Barcode/Command Stack input mode.

5. **Press the FUNCTION button to initiate the numeral input mode.**

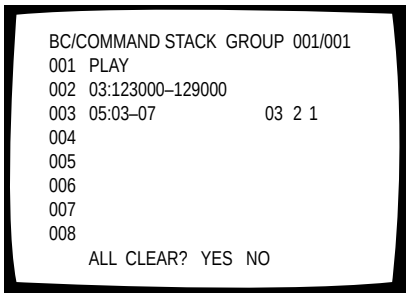
6. **Set a step in the same way as "Setting a barcode command".**

7. **Move the ▶ (pointer) to "SAVE" by pressing the 4 button and press the ENTER button.**

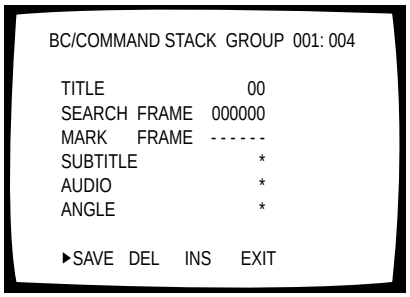
1



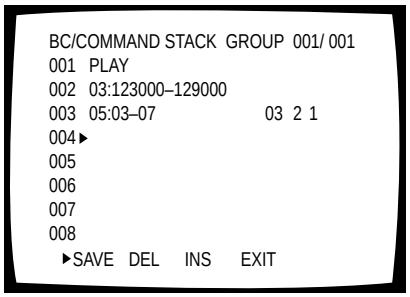
2



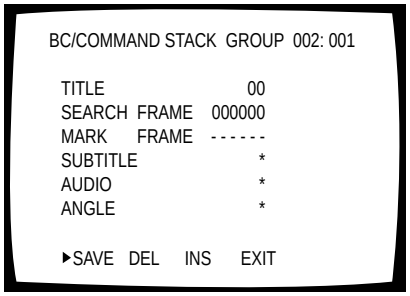
3



4



5



GROUPING SOME BARCODE/COMMAND STACKS

Grouping of Barcode/Command Stacks
A group can be formed with several Barcode/Command Stacks, and more than one group can be formed and stored. When executing a group of commands, select a group from the stored groups and execute them either consecutively or step by step. It is also possible to divide or delete a group.

The following procedure consists of inserting a group delimiter after a group of barcode commands.

1. Press the MEMORY/RECALL button.
- "BARCODE/COMMAND" is displayed.

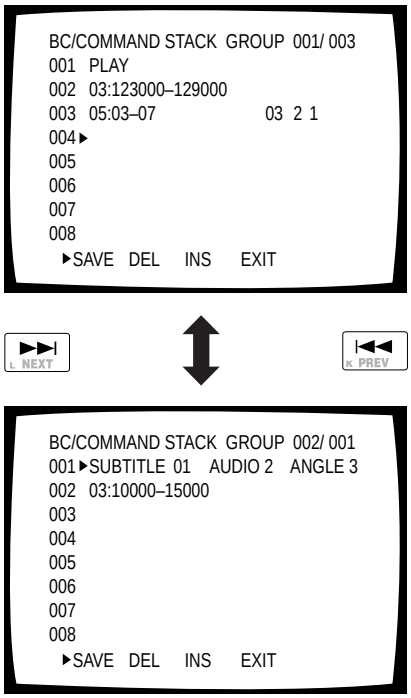
2. Press the 5 ENTER button.
- The Barcode/Command Stack screen is displayed.

3. Select "NO" with the 4 ◀ or 6 ▶ button and press the 5 ENTER button.
- The Barcode/Command Stack Input screen is displayed when the 5 ENTER button is pressed.

4. Press the DISP/REPEAT button.
- The list display appears.
- Make sure that the ▶ (pointer) is located at the step immediately following the last entry.

5. Press the ▶▶| NEXT button.
- The input screen for the first step of the next Barcode/Command Stack group appears.
- The Barcode/Command Stacks of the next group can be set from here.

GROUPING SOME BARCODE/COMMAND STACKS



SWITCHING THE BARCODE/COMMAND STACK GROUP

1. Press the MEMORY RECALL button.

- "BARCODE/COMMAND" is displayed.

2. Press the 5 ENTER button.

- The Barcode/Command Stack screen is displayed.

3. Select "NO" with the 4 T or 6 U button and press the 5 ENTER button.

- The Barcode Input screen is displayed when the 5 ENTER button is pressed.

4. Press the DISP REPEAT button.

- The list display appears.

5. Press the NEXT or PREV button.

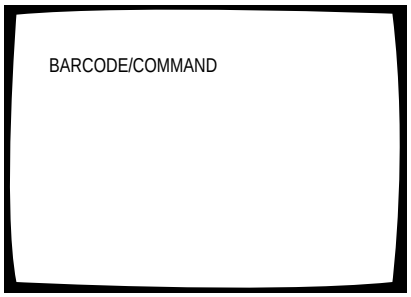
- Pressing the NEXT button switches over to the next group.
- Pressing the PREV button switches over to the previous group.

DELETING A GROUP

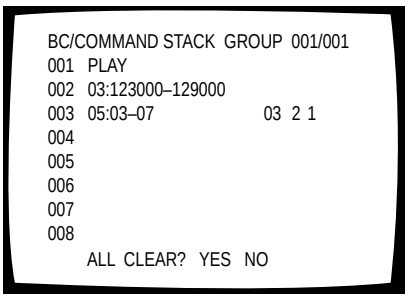
1. Press the MEMORY RECALL button.

- "BARCODE/COMMAND" is displayed.

1



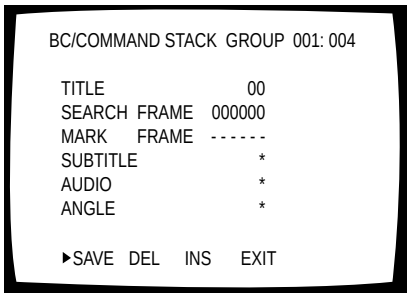
2



2. Press the 5 ENTER button.

- The Barcode/Command Stack screen is displayed.

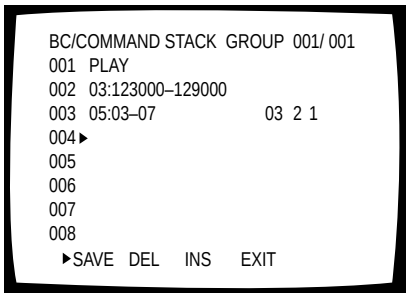
3



3. Select "NO" with the 4 T or 6 U button and press the 5 ENTER button.

- The Barcode Input screen is displayed when the 5 ENTER button is pressed.

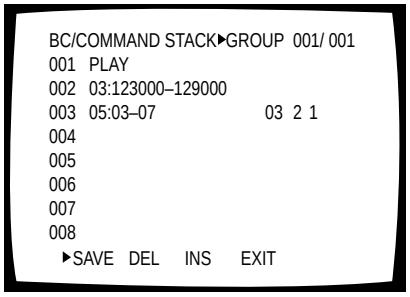
4



4. Press the DISP REPEAT button.

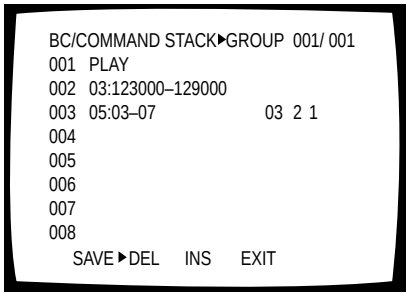
- The list display appears.

5



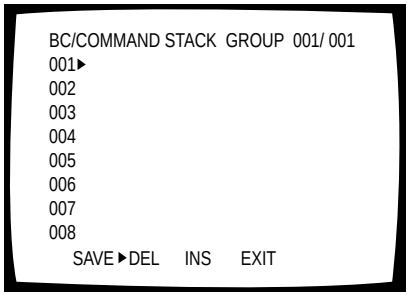
5. Select the group to be deleted by pressing the ▶▶| L. NEXT or ▶▶| L. NEXT button.

6



6. Move the ▶ (pointer) to "GROUP" on the first line by pressing the 3 R button.

7-8

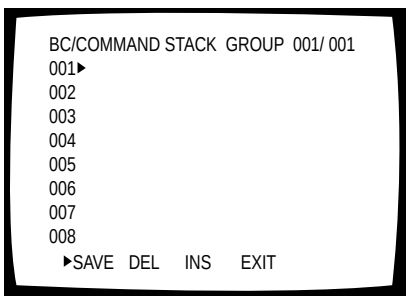


7. Move the ▶ (pointer) to "DEL" by pressing the 6 U button.

8. Press the 5 ENTER button.

- This deletes the selected group.

9



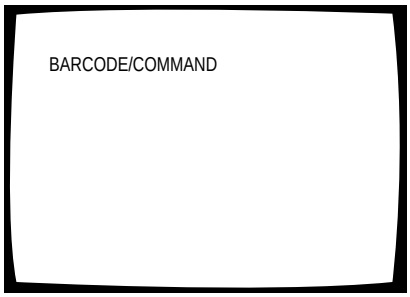
9. Move the ▶ (pointer) to "SAVE" by pressing the 6 U button and press the 5 ENTER button.

IMPORTANT

Even if you have come to step 8 in the above deletion procedure, you can still abort deletion by moving the ▶ (pointer) to "EXIT" by pressing the 6 U button then pressing the 5 ENTER button. The deletion is entered in memory when the SAVE" operation is performed in step 9.

GROUPING SOME BARCODE/COMMAND STACKS

1

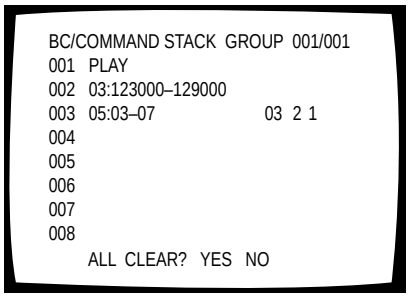


DIVIDING A PREVIOUSLY INPUT GROUP

1. Press the MEMORY RECALL button.

- "BARCODE/COMMAND" is displayed.

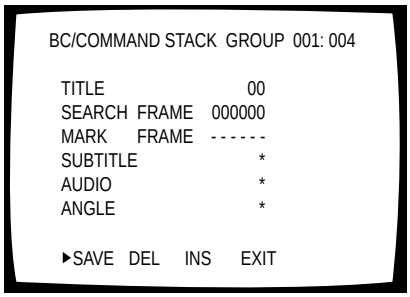
2



2. Press the 5 ENTER button.

- The Barcode/Command Stack screen is displayed.

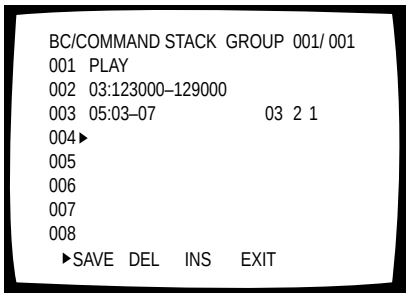
3



3. Select "NO" with the 4 T ◀ or 6 U ▶ button and press the 5 ENTER button.

- The Barcode/Command Stack Input screen is displayed when the 5 ENTER button is pressed.

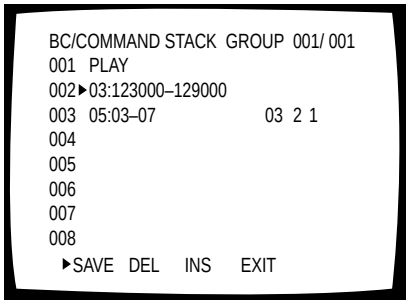
4



4. Press the DISP REPEAT button.

- The list display appears.

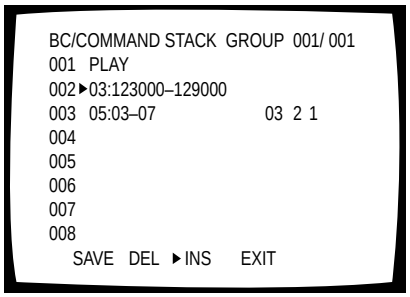
5



5. Select the step where the existing group is to be divided by pressing the 8 R ▲ or 2 W ▼ button.

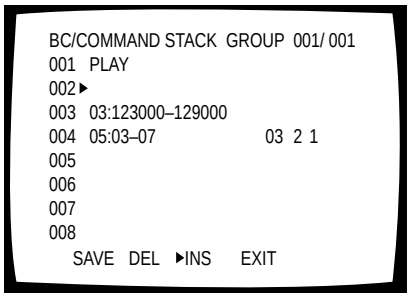
- Move the ▶ (pointer) the first step of the group created by division.

6



6. Move the ▶ (pointer) to "INS" by pressing the 4 T ◀ or 6 U ▶ button.

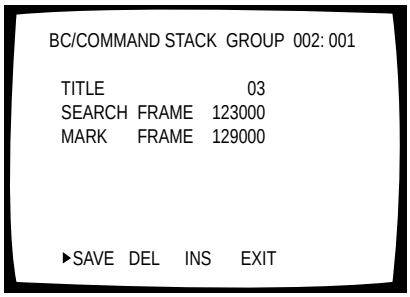
7



7. Press the 5 ENTER button.

- This inserts a vacant step before the selected step and the numbers of subsequent steps are incremented by 1.

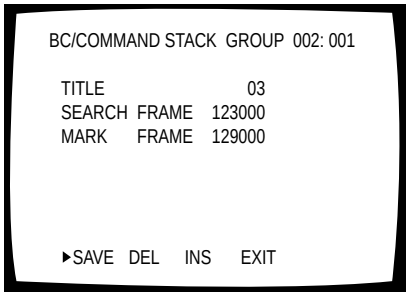
8



8. Press the ▶▶| NEXT button.

- This divides the existing group at the vacant step.
- A new group is created. The Barcode/Command Stack Input screen of the first step of the newly created group is displayed.

9



9. Move the ▶ (pointer) to "SAVE" by pressing the 6 U ▶ button and press the 5 ENTER button.

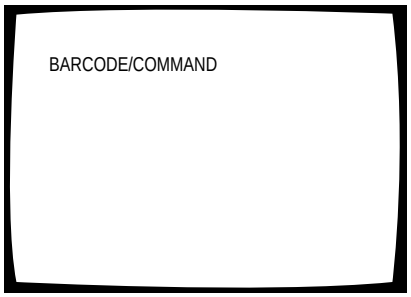
IMPORTANT

Even if you have come to step 8 in the above group procedure, you can still abort group by moving the ▶ (pointer) to "EXIT" by pressing the 4 T ◀ button then pressing the 5 ENTER button. The group is entered in memory when the SAVE" operation is performed in step 9.

GROUPING SOME BARCODE/COMMAND STACKS

JOINING TWO BARCODE/COMMAND STACK GROUPS

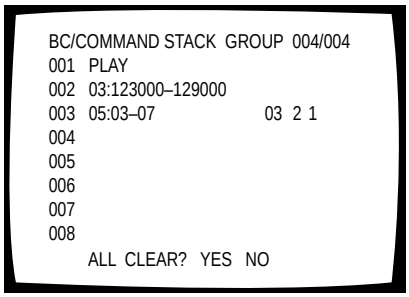
1



1. Press the MEMORY/RECALL button.

- "BARCODE/COMMAND" is displayed.

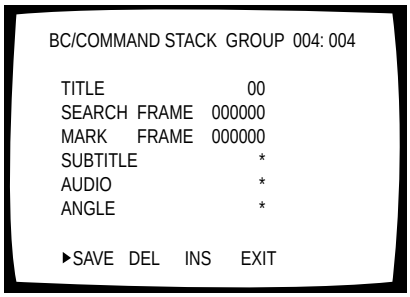
2



2. Press the ENTER button.

- The Barcode/Command Stack screen is displayed.

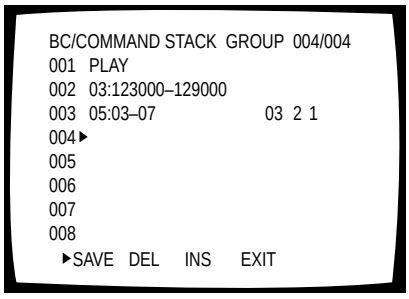
3



3. Select "NO" with the ◀ or ▶ button and press the ENTER button.

- The Barcode/Command Stack Input screen is displayed when the ENTER button is pressed.

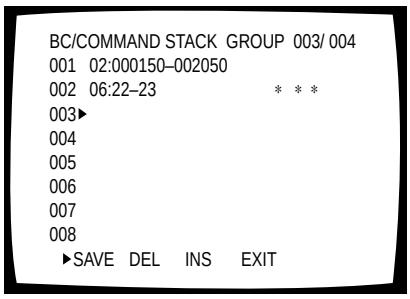
4



4. Press the DISP/REPEAT button.

- The list display of the last group that was input is displayed.

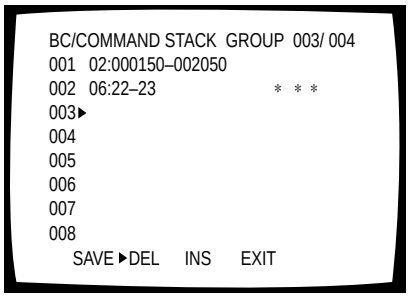
5



5. Change the group with the PREV button.

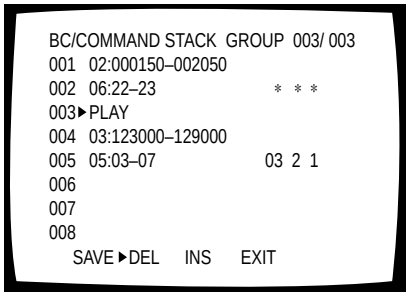
- Move the ▶ (pointer) to the next step of the previously input number with the ▲ or ▼ button. This becomes the division point.

6



6. Move the ▶ (pointer) to "DEL" by pressing the 6 button.

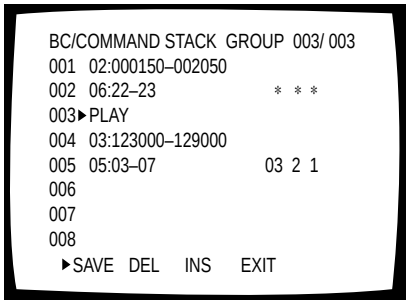
7



7. Press the 5 ENTER button.

- This deletes the group delimiter and joins the current group with the next group to it.
- The numbers of the groups after the current group are decremented by 1.

8



8. Move the ▶ (pointer) to "SAVE" by pressing the 6 button and press the 5 ENTER button.

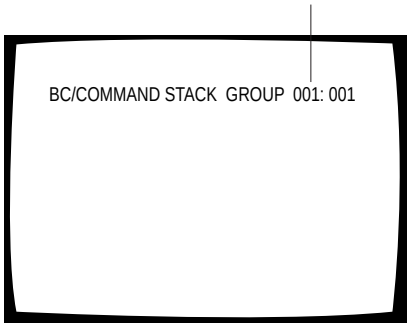
IMPORTANT

Even if you have come to step 7 in the above group Joining, you can still abort group by moving the ▶ (pointer) to "EXIT" by pressing the 6 button then pressing the 5 ENTER button. The group is entered in memory when the SAVE" operation is performed in step 8.

USING A BARCODE/COMAND STACK

RECALLING/EXECUTING BARCODE COMMANDS IN MEMORY

Switch the command group.



Recall screen

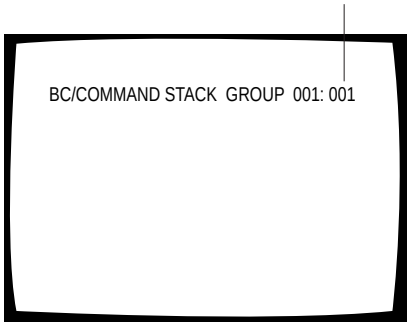
To execute a barcode command group:
Place the disc containing commands on the disc tray.

1. **Press the FUNCTION button.**
2. **Press the MEMORY RECALL button.**
3. **Press the PREV button.**
4. **Input the number of the command group to be recalled/ executed using the numeric buttons.**
5. **Press the NEXT button twice.**

- This recalls and executes the selected group.

TO EXECUTE STEPS IN A COMMAND GROUP

Switch the command step.



Recall screen

1. **Press the FUNCTION button.**
2. **Press the MEMORY RECALL button.**
3. **Press the PREV button.**
4. **Input the number of the command group to be recalled/ executed using the numeric buttons.**
5. **Press the NEXT button.**

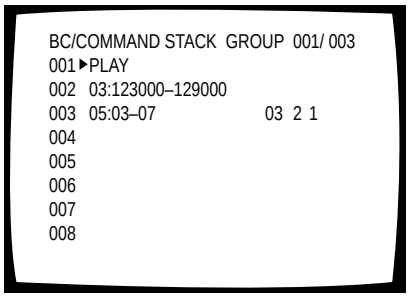
- To re-enter the group number, press the PREV button.

6. **Input the number of the step to begin execution using the numeric buttons.**
7. **Press the NEXT button.**

- This recalls and executes the selected and subsequent steps in the selected group.

NOTES:

- *Pressing the DISP REPEAT button while the FUNCTION indicator is lit repeats the execution of the set command.*
- *If you press the NEXT button in place of the ▮▮► button in step 6 above, command steps will be executed step by step. After every step has been executed, press the NEXT button to advance to the next step. Pressing the PREV button allows you to return to the previous step.*



BARCODE/COMMAND STACK screen

RECALLING/EXECUTING PREVIOUSLY INPUT BARCODE COMMANDS FROM THE LIST VIEW

1. Press the FUNCTION button.

2. Press the MEMORY RECALL button.

3. Press the FUNCTION button.

- The DISP REPEAT button is defeated unless the function mode is switched off.

4. Press the DISP REPEAT button.

- This displays a list of commands.

5. Select a group by pressing the ►►I NEXT or I◄◄ PREV button.

- Select the command group containing the command(s) to be executed.

6. Select a step by pressing the 8 ▲ or 2 ▼ button.

- Select the command step to begin execution with. If the command step number is left to “001” in this step, the commands in the entire command group will be executed.

7. Press the ►/■ or II► button.

- Pressing the ►/■ button starts consecutive execution.
- Pressing the II► button starts step-by-step execution.

Some titles may not be able to be recalled and executed.
Example)
The search command cannot be executed with a title that does not show the chapter, time and similar information on the screen or with a disc that is not permitted to use the search function.

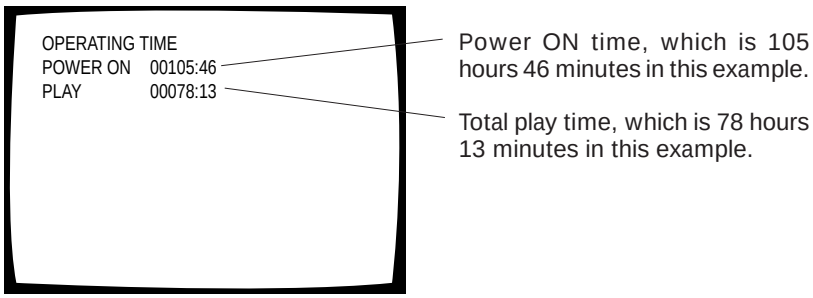
HOW TO DISPLAY TOTAL HOURS PLAYED AND TOTAL POWER ON TIME

This unit is capable of displaying the total play time and power ON time as the working condition and maintenance timing information.

The play time and power ON time can be displayed as described below.

1. **Press and hold the DISPLAY button on the front panel of the main unit before turning power ON, and press the POWER button.**

2. **The screen shows the following:**


OPERATING TIME
POWER ON 00105:46
PLAY 00078:13
Power ON time, which is 105 hours 46 minutes in this example.
Total play time, which is 78 hours 13 minutes in this example.

CAUTION
As the time is measured by the CPU clock, the information includes an error of up to 2%.

3. **When an operation (playback from the remote, for example) is performed, the time information display disappears and normal operation starts.**

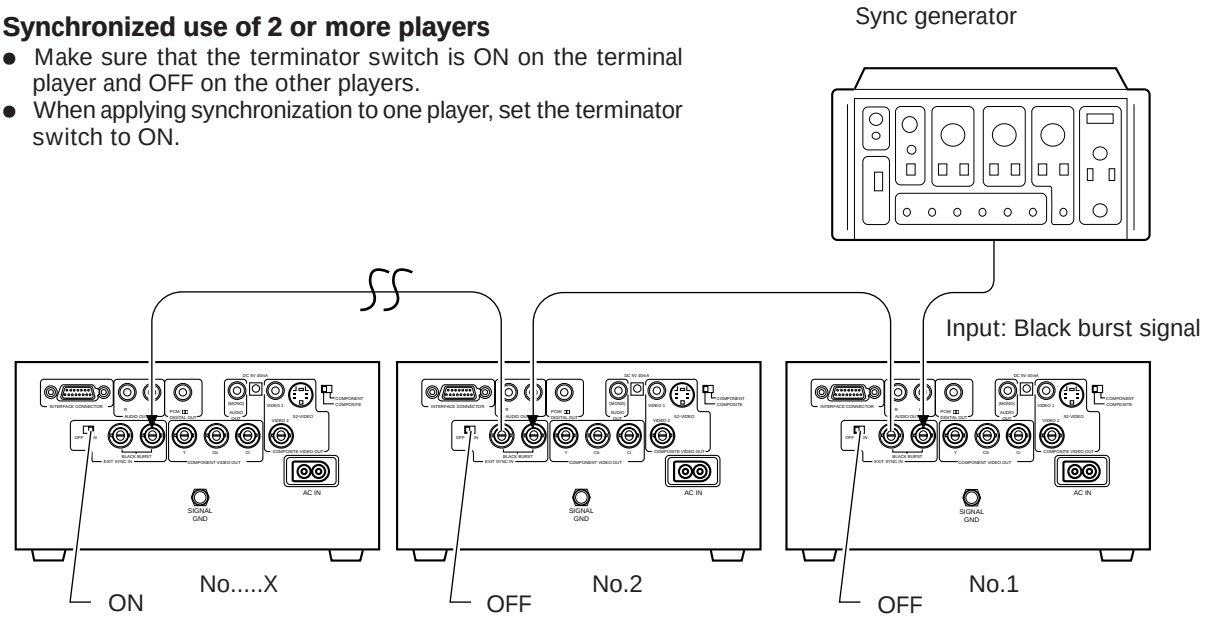
EXTERNAL SYNCHRONIZING FUNCTION

Through external input of a synchronization signal (black burst), video output signals can be synchronized with external signals on the DVD-V7200. (During DVD disc playback.)

Through the use of this function, video switch timing can be matched, and switching can be done without causing picture disturbance on the TV without the need for such devices as a TBC (Time Base Collector).

Synchronized use of 2 or more players

- Make sure that the terminator switch is ON on the terminal player and OFF on the other players.
- When applying synchronization to one player, set the terminator switch to ON.



Sync accuracy ± 1H for input synchronization signal (During DVD disc playback)

NOTE:

Externally synchronizing 2 or more DVD-V7200 players, simultaneously starting video, and obtaining sync at the frame position for playback is not possible with this player.
Because of timing of reception of the STILL to PLAY command and DVD disc content, an unevenness of approximately 2 frames may occur.

Should this product require service in the U.S.A. and you wish to locate the nearest Pioneer Authorized Independent Service Company, or if you wish to purchase replacement parts, operating instructions, service manuals, or accessories, please call the number shown below.

1 – 8 0 0 – 8 7 2 – 4 1 5 9

Please do not ship your product to Pioneer without first calling the Customer Service Department at the above listed number for assistance.

PIONEER ELECTRONICS SERVICE, INC.
CUSTOMER SUPPORT DIVISION
P.O. BOX 1760, LONG BEACH,
CA 90801-1760, U.S.A.

For warranty information please see the Limited Warranty sheet included with your product.

Should this product require service in Canada, please contact a Pioneer authorized dealer in Canada to locate the nearest Pioneer Authorized Service Company.
Alternatively, please contact or ship your defective product freight prepaid to one of the following Factory Service locations closest to you:

Pioneer Electronics of Canada, Inc.

Factory Service East
300 Allstate Parkway
Markham, ON L3R 0P2
(905) 479-4411

Factory Service West
13911 Bridgeport Road
Richmond, BC V6V 1J6
(604) 278-1014

For warranty information please see the Limited Warranty sheet included with your product.

Si ce produit doit être réparé au Canada, veuillez vous adresser à un distributeur autorisé Pioneer au Canada pour obtenir le nom de la société de service autorisée Pioneer la plus près de chez vous. Ou encore, veuillez communiguer avec le centre de service en usine Pioneer le plus près de chez vous ou faire parvenir l'article défectueux, port payé, à ce centre.

Pioneer électroniques du Canada, Inc.

Service en usine - Est
300 Allstate Parkway
Markham (Ontario) L3R 0P2
(905) 479-4411

Service en usine - Ouest
13911 Bridgeport Road
Richmond (C.-B.) V6V 1J6
(604) 278-1014

Pour obtenir des renseignements sur la garantie, veuillez vous reporter au feuillet sur la Garantie Limitée gui accompagne le produit.

Published by Pioneer Electronic Corporation.
Copyright © 1998 Pioneer Electronic Corporation.
All rights reserved.

PIONEER ELECTRONIC CORPORATION 4-1, Meguro 1-Chome, Meguro-ku, Tokyo 153-8654, Japan
PIONEER NEW MEDIA TECHNOLOGIES, INC.
2265 East 220th Street, Long Beach, CA 90810, U.S.A. TEL:310-952-2111
PIONEER ELECTRONICS [USA] INC. P.O. BOX 1540, Long Beach, California 90801-1540
PIONEER ELECTRONICS OF CANADA, INC. 300 Allstate Parkway, Markham, Ontario L3R 0P2, Canada
PIONEER ELECTRONIC [EUROPE] N.V. Haven 1087, Keetberglaan 1, 9120 Melsele, Belgium TEL: 03/570.05.11
PIONEER ELECTRONICS AUSTRALIA PTY. LTD. 178-184 Boundary Road, Braeside, Victoria 3195, Australia, TEL: [03] 9586-6300
PIONEER ELECTRONICS DE MEXICO S.A. DE C.V. San Lorenzo Num 1009 3er piso Desp. 302 Col. Del Valle, Mexico D.F. C.P. 03100 TEL: 5-688-52-90

<98F00ZZ0D00> Printed in Japan <VRB1208-A>